THE OFFICIAL GUIDE FROM NINTENDO POWER

GAME BOY ADVANCE

POKéMON

RUBY VERSION

SAPPHIRE VERSION

THE OFFICIAL
Nintendo
PLAYER'S GUIDE

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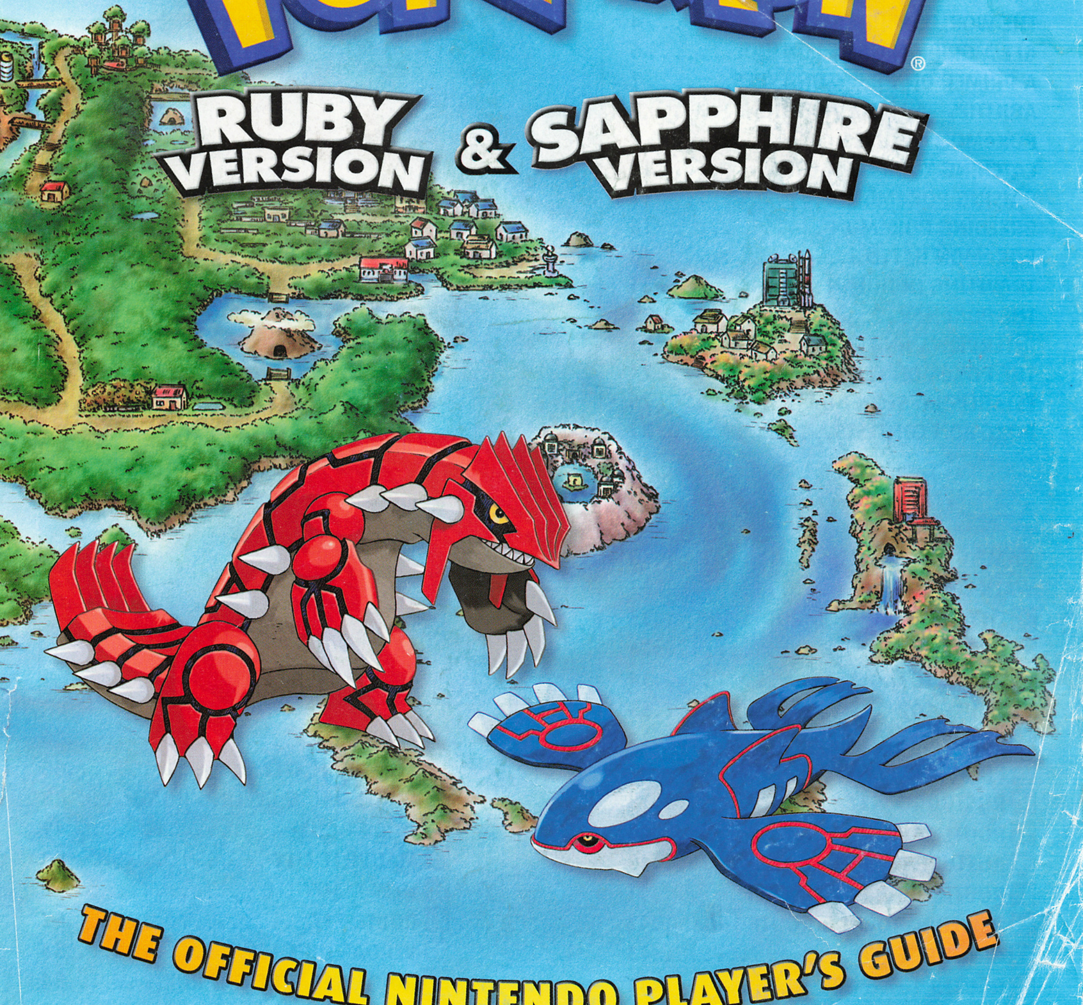
POKÉMON®

RUBY VERSION & SAPPHIRE VERSION



THE OFFICIAL NINTENDO PLAYER'S GUIDE

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Your adventure begins in Littleroot Town where you'll bravely embark on your quest to become the Pokémon League Champion. You'll travel Hoenn by foot, bicycle, boat and other methods. Each point of interest is labeled on the Hoenn Map in the order you'll first visit them.

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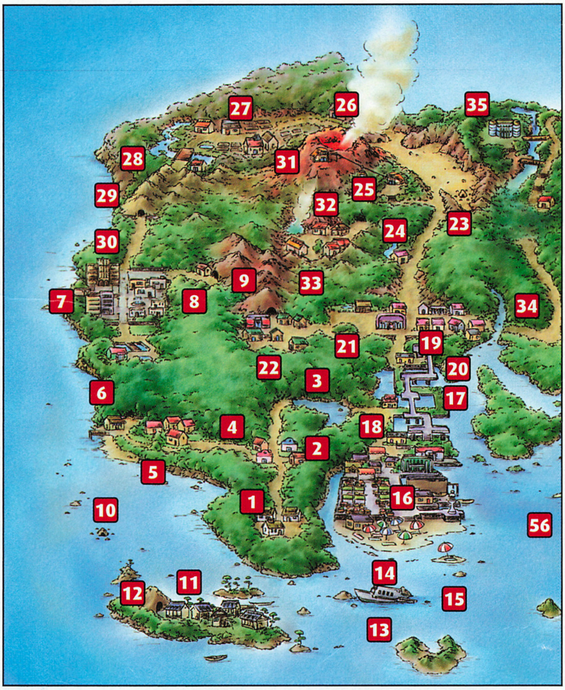

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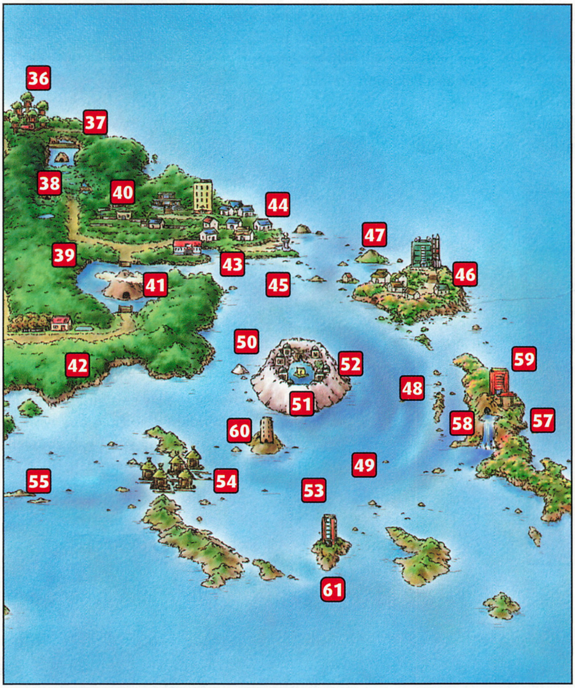

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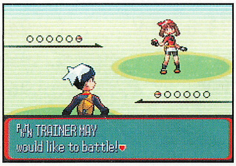
THE WORLD OF POKéMON

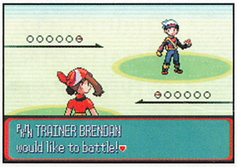
After you make a few choices, you'll be off on your new adventure in Hoenn, doing your best to let your star shine among a galaxy of Pokémon Trainers. And throughout your journey, you'll also collide with questionable ruffians who plan to change the world itself!

PLAY AS A BOY OR GIRL

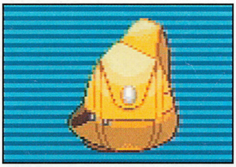
You can choose to play your game as a boy or a girl. No matter which character you choose, the story line will be the same, but your rival will be different. In fact, he or she will be the character that you chose *not* to play. Which house your family moves into will also differ depending on the character that you choose to play. If you play as a boy, your family will move into the western house in Littleroot Town. If you play as a girl, your family will move into the eastern house. In addition, the cool new bag that you sport will be different for the boy and the girl.


PKMN TRAINER MAY
would like to battle!

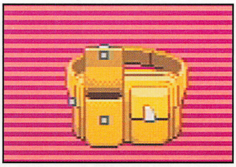
If you play as a boy, you'll battle May throughout the game.


PKMN TRAINER BRENDAN
would like to battle!

If you play as a girl, you'll face Brendan in your rival battles.



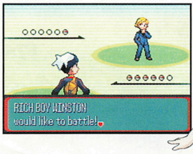
The boy's bag is a cool knapsack that slings over his back.

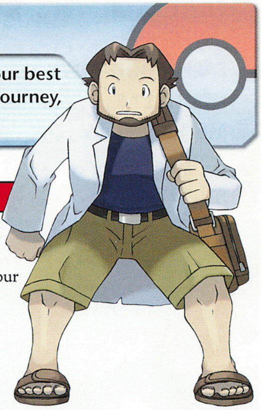


The girl's bag is a side pouch that straps across her hips.

POKéMON TRAINERS

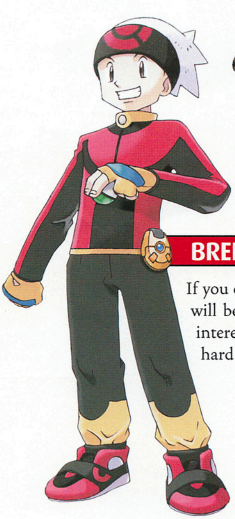
On your travels, you'll bump into hundreds of Trainers who want to improve their skills and those of their Pokémon. Battle them to improve your own Pokémon.


RICH BOY WINSTON
would like to battle!



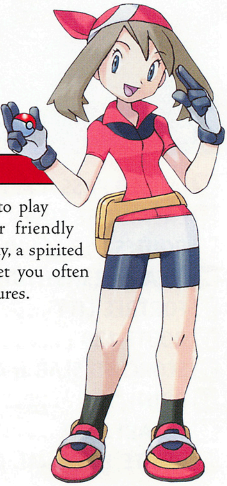
PROFESSOR BIRCH

After you save him from a raucous Poochyena, Littleroot's resident professor will help you get your start as a Pokémon Trainer.



BRENDAN

If you choose to play as a girl, your rival will be Brendan, a spirited boy who is interested in seeing you push yourself hard as a Pokémon Trainer.

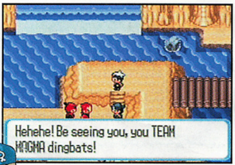


MAY

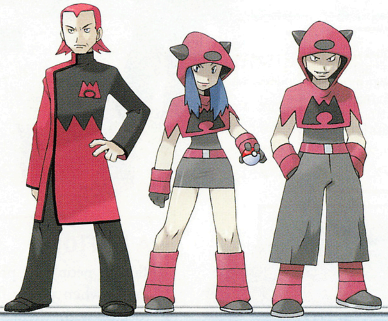
If you choose to play as a boy, your friendly rival will be May, a spirited lass who'll meet you often on your adventures.

WHEN TEAMS COLLIDE

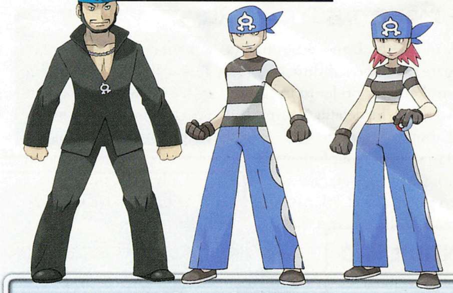
Two ecologically minded teams—Team Magma and Team Aqua—are at odds with each other in Hoenn. Which game you play—Pokémon Ruby Version or Pokémon Sapphire Version—determines which team puts its ecological beliefs into overdrive and pursues a plot to change the planet.


Hehehe! Be seeing you, you TEAM MAGMA dingbats!

Whichever version you're playing, you'll meet the mischievous team in the same locations, though the story line will be somewhat different.



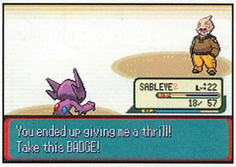
TEAM MAGMA In Pokémon Ruby Version, Team Magma and its leader, Maxie, drive an insidious plot to increase the planet's landmass—and thus create more land habitats for people and Pokémon alike.



TEAM AQUA In Pokémon Sapphire Version, Team Aqua is the scheming team. Its members and its leader, Archie, are plotting to raise sea levels—thus creating more water habitats for Pokémon across the planet.

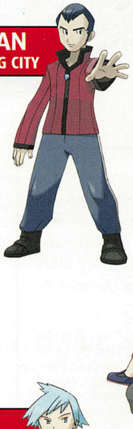
ON THE GYM PILGRIMAGE

Though you hope one day to take on the Pokémon League Champion, you'll first need to topple the eight Gym Leaders that dominate Hoenn. After you have the eight badges, you can barge into the Pokémon League's headquarters and demand a chance to prove yourself!

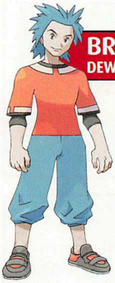


You ended up giving me a thrill! Take this BADGE!

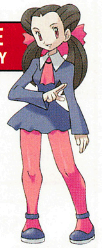
Every time you defeat one of the Gym Leaders, you'll win a badge—and more of Hoenn will open to you.



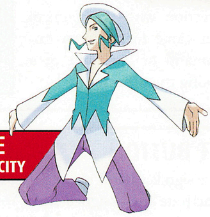
NORMAN
PETALBURG CITY



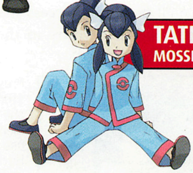
BRAWLY
DEWFORD TOWN



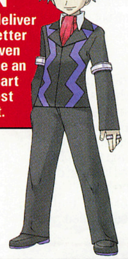
ROXANNE
RUSTBORO CITY



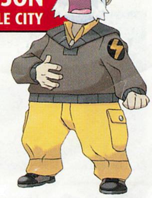
WALLACE
SOOTOPOLIS CITY



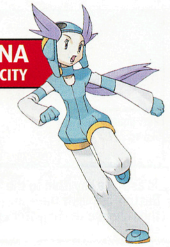
TATE & LIZA
MOSSDEEP CITY



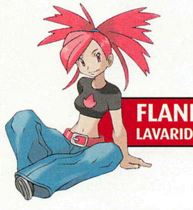
STEVEN
After you deliver a special letter to him, Steven will become an essential part of your quest for respect.



WATTSON
MAUVILLE CITY



WINONA
FORTREE CITY



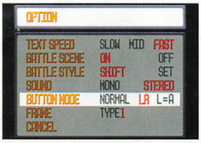
FLANNERY
LAVARIDGE TOWN

GET A GRIP ON GAME CONTROL

The worlds of Pokémon Ruby and Pokémon Sapphire are enormous. You'll be running, battling and chatting your way across its vast lands, so you'll need a good handle on the controls.

L & R BUTTONS

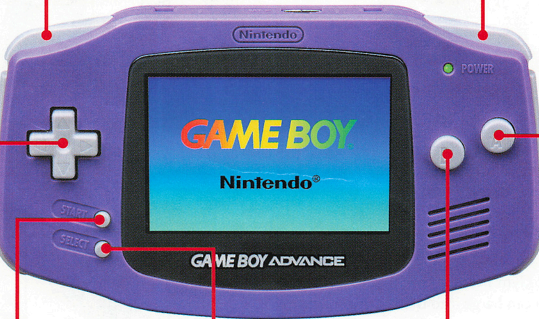
You can use the L and R Buttons to navigate right and left through game menus. You may prefer to use L and R instead of the default Control Pad navigation.



OPTION

TEXT SPEED SLOW MID FAST
BATTLE SCENE ON OFF
BATTLE STYLE SHIFT SET
SOUND MONO STEREO
BUTTON MODE NORMAL LR L=A
FRAME TYPE1
CANCEL

The L Button and R Button aren't active when you first turn on the game. You can activate the buttons in the Option Menu's Button Mode.



CONTROL PAD

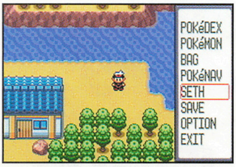
Move your character with the Control Pad. You can also use it to navigate up, down, left and right in the game's menus.

A BUTTON

Talk to people by pressing A when you're face-to-face with them. You can search a particular spot by pressing A when you're directly in front of the spot. You can also select menu commands and cycle through text with the A Button.

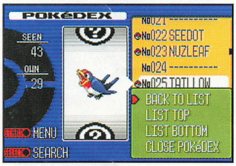
START BUTTON

Press Start to open the main menu. When you begin your adventure, the menu will offer only a few options. After you get the Pokédex and PokéNav, you'll be able to access many more menu functions. When you're in the menus, game action will be paused.



POKéDEX
POKéMON
BAG
POKéNAV
SETH
SAVE
OPTION
EXIT

Press Start to stop the game and open the menus. Then use the A and B Buttons to move through the submenus.

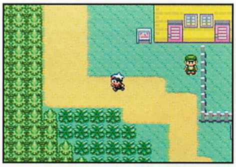


POKéDEX
SEEN 43
OWN 29
No021 ----------
No022 SEEDOT
No023 NUZLEAF
No024 ----------
No025 TAILLOW
BACK TO LIST
LIST TOP
LIST BOTTOM
CLOSE POKéDEX
START MENU
SELECT SEARCH

Press Start while in the Pokédex to call up options that will help you jump to the top and bottom of the list of Pokémon that you've seen.

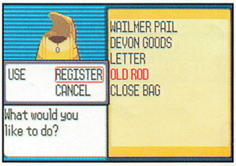
B BUTTON

After you have the Running Shoes, you can hold down B to run while controlling your direction with the Control Pad. When in game menus, you can cancel a command or back out of a menu by pressing the B Button.



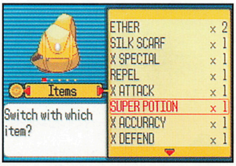
SELECT BUTTON

You can assign key items to the Select Button, then press the button to quickly activate the assigned item. You can also switch the order of inventory items and rearrange a Pokémon's attack options during battle.



WAILMER PAIL
DEVON GOODS
LETTER
OLD ROD
CLOSE BAG
USE REGISTER
CANCEL
What would you like to do?

To assign a key item to the Select Button, highlight the item, press A then choose the Register option.



Items
ETHER x 2
SILK SCARF x 1
X SPECIAL x 1
REPEL x 1
X ATTACK x 1
SUPER POTION x 1
X ACCURACY x 1
X DEFEND x 1
Switch with which item?

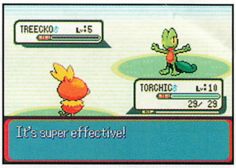
To swap item positions, highlight an item, press Select, choose the second item then hit A to swap them.

A PRIMER ON POKéMON TYPES

When you select your first Pokémon, you'll need to decide which one will be the coolest sidekick, but you must also think about how the Pokémon's type will benefit you in battle. With 15 Pokémon types ranging from Fire-types to Water-types, there's a lot to consider.

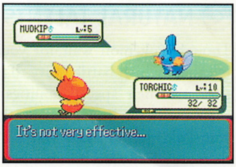
WHICH POKéMON? IT'S ELEMENTARY!

Each type of Pokémon has strengths against and weaknesses to certain attack types. The example below illustrates the interplay between the Pokémon types and attack types of the three starting Pokémon. Turn to page 18 for a detailed look at the entire system.


TREECKO Lv5
TORCHIC Lv10
29/ 29

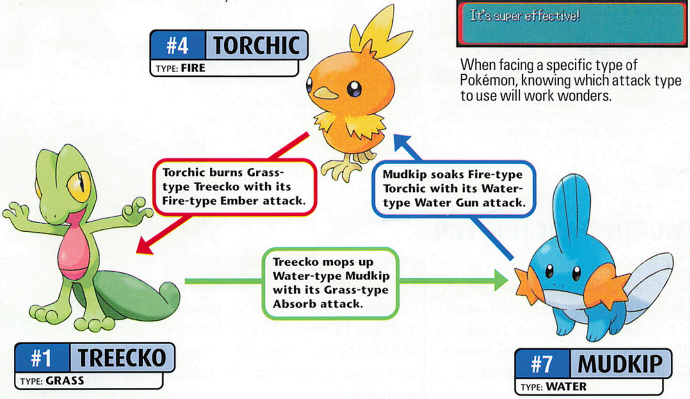
It's super effective!

When facing a specific type of Pokémon, knowing which attack type to use will work wonders.


MUDKIP Lv5
TORCHIC Lv10
32/ 32

It's not very effective...

Your combat results will fall flat if you don't come out swinging with attack types that have the advantage.


#4 TORCHIC
TYPE: FIRE
Torchic burns Grass-type Treecko with its Fire-type Ember attack.
Mudkip soaks Fire-type Torchic with its Water-type Water Gun attack.
Treecko mops up Water-type Mudkip with its Grass-type Absorb attack.
#1 TREECKO
TYPE: GRASS
#7 MUDKIP
TYPE: WATER

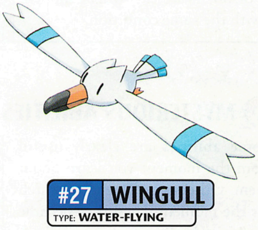
MAKING THE MOST OF ATTACK MULTIPLIERS

Most Pokémon are a single type. If you strike one with an attack type that it's weak against, you'll do double damage. Some Pokémon have two types. If your attack is strong against *both* types, you'll do double damage *twice*! If your Pokémon's type matches its attack type, you'll get an extra 1.5 damage multiplier! If you master the type system on page 18, you'll dominate every battle.

EXAMPLE:
Electrike attacks with Spark

#78 ELECTRIKE
TYPE: ELECTRIC

#7 MUDKIP
TYPE: WATER


#27 WINGULL
TYPE: WATER-FLYING

Though Electric-type Pokémon Electrike could use its Normal-type attack Tackle, it should use its Electric-type move Spark to get the 1.5 damage multiplier. Additionally, damage from Spark doubles when used against Water-type Mudkip—but it doubles *twice* against Wingull, a Water-and-Flying-type.

ELECTRIC-TYPE ATTACK vs. WATER-TYPE POKéMON	**x2**
SPARK TYPE MATCHES ELECTRIKE TYPE	**x1.5**
TOTAL DAMAGE	**x3**

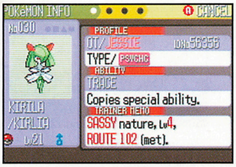
ELECTRIC-TYPE ATTACK vs. WATER-TYPE POKéMON	**x2**
ELECTRIC-TYPE ATTACK vs. FLYING-TYPE POKéMON	**x2**
SPARK TYPE MATCHES ELECTRIKE TYPE	**x1.5**
TOTAL DAMAGE	**x6**

ABILITIES—A LIVELY ADDITION

In Pokémon Ruby and Pokémon Sapphire, all Pokémon have a special ability in addition to battle moves. When you're facing an Electrode in combat, don't be surprised if things get more shocking than usual!

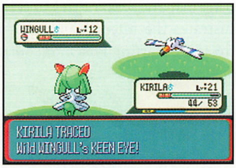
NATURAL TALENTS

Though Pokémon wait for you to tell them which battle move to use, they use their special abilities on their own. You'll start to think of your Pokémon in a new way—a little more off the leash in battle than before! However, Pokémon use some abilities reliably in particular situations, so learn from their behavior.


POKéMON INFO
CANCEL
No030
PROFILE
ABILITY
TRAINER MEMO

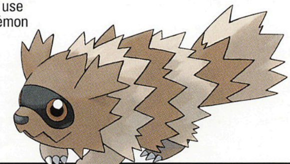
OT/ JESSIE IDNo56356
TYPE/ PSYCHC
TRACE
Copies special ability.
SASSY nature, Lv4,
ROUTE 102 (met).
KIRILA
/KIRLIA
Lv21

To learn more about a Pokémon's ability, check out the Pokémon's info in the Pokémon Summary menu.


WINGULL Lv:12
KIRILA Lv:21
44/ 53

KIRILA TRACED
Wild WINGULL's KEEN EYE!

You can't order your Pokémon to use its ability, but you can use a Pokémon whose ability will prove useful.

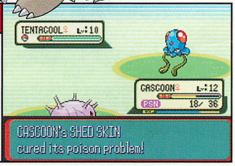


AMAZING ABILITIES WORTH SEARCHING FOR

Each Pokémon has one ability. Some Pokémon will always have the same ability. Others may have one of two possible abilities, which gives you a huge incentive to catch lots of the same Pokémon. Zigzagoon, for example, will always have the ability Pickup. Lotad, on the other hand, may have either Swift Swim or Rain Dish—but it won't have both. See page 156 for a full list of abilities and their effects.

SHED SKIN

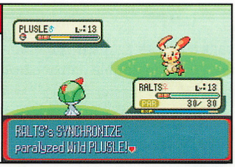
A Pokémon will shrug off a condition like Paralyze, Sleep or Poison if it has the Shed Skin ability—you just never know when the Pokémon will use it.


TENTACOOL Lv:10
CASCOON Lv:12
PSN
18/ 36

CASCOON's SHED SKIN
cured its poison problem!

SYNCHRONIZE

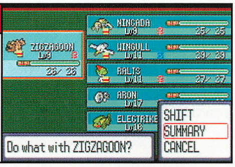
If a Pokémon with the Synchronize ability is stricken with a critical condition such as Sleep or Poison, its attacker will be zapped with the same condition.


PLUSLE Lv:13
RALTS Lv:13
PAR
30/ 30

RALTS's SYNCHRONIZE
paralyzed Wild PLUSLE!

PICKUP

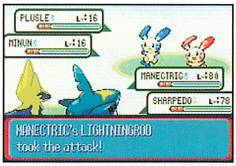
A Pokémon with Pickup may filch a common item, such as Super Potion, from a foe in battle. Or it may pick up a rare item like Protein, PP Up or King's Rock.


ZIGZAGOON Lv8 26/ 26
NINCADA Lv8 25/ 25
WINGULL Lv11 29/ 29
RALTS Lv11 27/ 27
ARON Lv17
ELECTRIKE Lv16
SHIFT
SUMMARY
CANCEL

Do what with ZIGZAGOON?

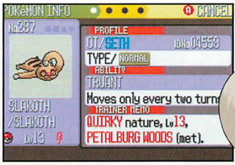
MYSTERIOUS ABILITIES

Some abilities are clearly useful from the moment you learn about them. Others you'll need to watch for the moment when they become surprisingly effective—especially in the new two-on-two battles. If the advantage of a Pokémon's ability eludes you, keep an eye on your Pokémon. It may surprise you.


PLUSLE Lv:16
MINUN Lv:16
MANECTRIC Lv:80
SHARPEDO Lv:78

MANECTRIC's LIGHTNINGROD
took the attack!

Abilities like Lightningrod may not seem useful. But in two-on-two battles, drawing Electric-type attacks to one Pokémon protects the other.

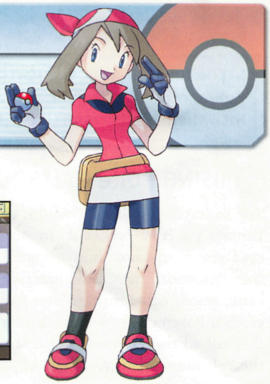

POKéMON INFO
CANCEL
No287
PROFILE
ABILITY
TRAINER MEMO

OT/SETH IDNo04558
TYPE/ NORMAL
TRUANT
Moves only every two turn
QUIRKY nature, Lv13,
PETALBURG WOODS (met).
SLAKOTH
/SLAKOTH
Lv13

A few abilities will seem completely useless—such as Slakoth's Truant—but you never know when the ability might prove itself useful.

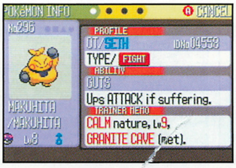
POKéMON NATURES

A Pokémon's nature contributes to its uniqueness. Even if you were to fill your party with six of the same Pokémon, they wouldn't behave in the same manner because of their different moods.

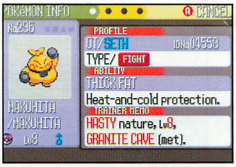


TIMID TAILLOW, SASSY PSYDUCK AND QUIET KOFFING

Each kind of Pokémon has one of 25 natures. You'll develop preferences for what nature you like to see in a specific kind of Pokémon, so keep catching Pokémon until you find the right match. See page 157 for a list of natures.



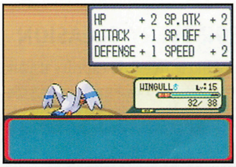
No296
MAKUHITA
/MAKUHITA
Lv8
OT/SETH IDNo04558
TYPE/ FIGHT
GUTS
Ups ATTACK if suffering.
CALM nature, Lv9,
GRANITE CAVE (met).



No296
MAKUHITA
/MAKUHITA
Lv8
OT/SETH IDNo04558
TYPE/ FIGHT
THICK FAT
Heat-and-cold protection.
HASTY nature, Lv8,
GRANITE CAVE (met).

NATURE UPSIDES AND DOWNSIDES

Do you want a Skitty that wields its Attract move like a cat-o'-nine-tails in combat? Would you like a Geodude that's as quick as a landslide or a Mightyena that commands attention when it roars? Every time a Pokémon gains enough experience to level up, its stats—Attack, Defense, Special Attack, Special Defense and Speed—may increase, depending on various factors. The Pokémon's personality will dramatically affect how its skills grow. Consult the table below to see which stats will increase more quickly (+) or more slowly (-).



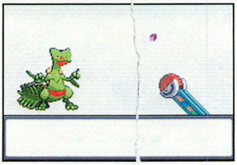
```
HP      + 2  SP.ATK  + 2
ATTACK  + 1  SP.DEF  + 1
DEFENSE + 1  SPEED   + 2
```

WINGULL Lv:15
32/ 38

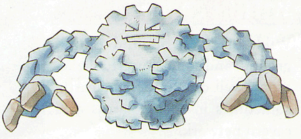
When your Pokémon advances to its next level, you'll see the increments by which each skill increases.

NATURE	EFFECT
ADAMANT	ATTACK + / SPECIAL ATTACK -
BASHFUL	NO EFFECT
BOLD	DEFENSE + / ATTACK -
BRAVE	ATTACK + / SPEED -
CALM	SPECIAL DEFENSE + / ATTACK -
CAREFUL	SPECIAL DEFENSE + / SPECIAL ATTACK -
DOCILE	NO EFFECT
GENTLE	SPECIAL DEFENSE + / DEFENSE -
HARDY	NO EFFECT
HASTY	SPEED + / DEFENSE -
IMPISH	DEFENSE + / SPECIAL ATTACK -
JOLLY	SPEED + / SPECIAL ATTACK -
LAX	DEFENSE + / SPECIAL DEFENSE -
LONELY	ATTACK + / DEFENSE -
MILD	SPECIAL ATTACK + / DEFENSE -
MODEST	SPECIAL ATTACK + / ATTACK -
NAIVE	SPEED + / SPECIAL DEFENSE -
NAUGHTY	ATTACK + / SPECIAL DEFENSE -
QUIET	SPECIAL ATTACK + / SPEED -
QUIRKY	NO EFFECT
RASH	SPECIAL ATTACK + / SPECIAL DEFENSE -
RELAXED	DEFENSE + / SPEED -
SASSY	SPECIAL DEFENSE + / SPEED -
SERIOUS	NO EFFECT
TIMID	SPEED + / ATTACK -

PERSONAL TASTE GOES A LONG WAY



PokéBlocks are treats that have one (or more) of five flavors—Sweet, Spicy, Sour, Dry and Bitter. When eaten, a PokéBlock raises one or more of a Pokémon's five conditions—Cute, Cool, Tough, Beauty and Smart. Your Pokémon's nature determines which flavor it likes. A Pokémon benefits more from eating flavors it likes. See the nature list on page 157 for more details.

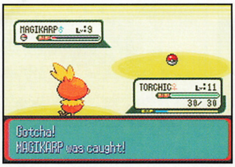


CATCHING YOUR OWN CREW

In the forest, under the earth, across the seas—wild Pokémon are on the loose! Though your Pokémon will consider you a friend eventually, they'll resist capture when you first bump into them. Equip yourself with a few tips before you head into the wild.

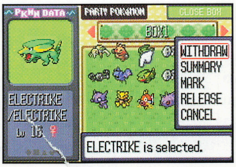
USING POKé BALLS TO CATCH WILD POKéMON

Try to catch a wild Pokémon by throwing a Poké Ball at it. To succeed you must know how to battle the Pokémon into a vulnerable state, among other things. After you catch a Pokémon, it will live inside the ball whenever you're not using the Pokémon in battle.



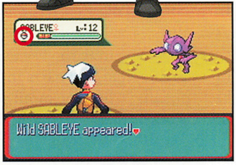
Gotcha!
MAGIKARP was caught!

At just the right moment in battle, throw a Poké Ball instead of attacking with your Pokémon.



ELECTRIKE is selected.

If your traveling party is full when you catch a new Pokémon, it will be transported to a storage system.



Wild SABLEYE appeared!

If you meet a kind of wild Pokémon that you've already caught, a Poké Ball icon will appear under its name.

A POKé BALL FOR EVERY OCCASION

Stronger Pokémon are more likely to evade capture if you use the wrong Poké Ball. There are 12 kinds of Poké Balls—each with its own purpose and design.

BALL TYPE	USAGE
POKé BALL	THE BASIC BALL TO CATCH POKéMON
GREAT BALL	CATCHES POKéMON BETTER THAN POKé BALL
ULTRA BALL	CATCHES POKéMON BETTER THAN GREAT BALL
MASTER BALL	ALWAYS CATCHES A POKéMON
SAFARI BALL	USE AGAINST POKéMON IN SAFARI ZONE
NET BALL	BETTER AGAINST BUG-TYPES/WATER-TYPES

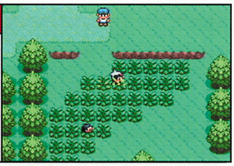
BALL TYPE	USAGE
DIVE BALL	BETTER AGAINST POKéMON ON THE OCEAN FLOOR
NEST BALL	BETTER AGAISNT LOWER-LEVEL POKéMON
REPEAT BALL	BETTER AGAINST KINDS ALREADY CAUGHT
TIMER BALL	BETTER SUCCESS AS THE BATTLE ENDURES
LUXURY BALL	CAUGHT POKéMON WILL BE FRIENDLIER
PREMIER BALL	SAME AS POKé BALL—EXCEPT FOR DESIGN

WHERE THE WILD POKéMON ARE

Wild Pokémon reside only in certain environments, such as in grass, deserts or caves. Also, most kinds of wild Pokémon populate specific areas of the world, and some rarely appear. Be persistent—one day you might have a collection that's the envy of Trainers everywhere.

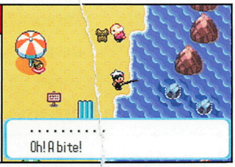
IN GRASS

You won't encounter wild Pokémon while walking on paths or manicured grass. Get up to your neck in grass—that's where all the wild action is.



ALONG THE SHORE

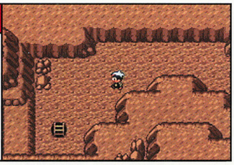
After you have a fishing rod, cast your line off the shore. If you get a Pokémon on the hook, you can then reel it in for a battle and try to catch it.



. . . .
Oh! A bite!

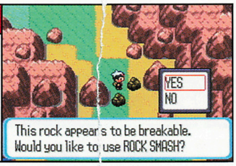
WITHIN CAVES

Wild Pokémon abound underground, and some powerful Pokémon dwell only under the earth, sometimes in specific areas of a cavern network.



INSIDE ROCKS

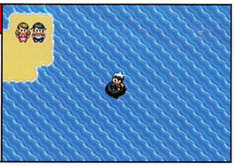
If one of your Pokémon has learned Rock Smash (HM 06), you can have it smash small boulders—a wild Pokémon might spring out, itching for a battle.



This rock appears to be breakable.
Would you like to use ROCK SMASH?

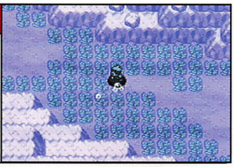
AT SEA

If you set sail on a Pokémon that has learned Surf (HM 03), you'll encounter lots of wild Pokémon at sea—many of them quite powerful.



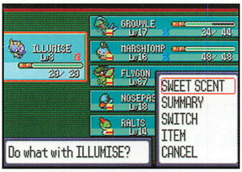
ON THE OCEAN FLOOR

You can reach the ocean floor if one of your Pokémon has learned Dive (HM 08). Underwater, you'll encounter many Pokémon that you won't see anywhere else.

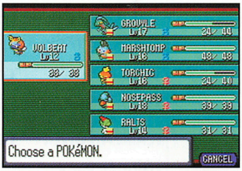


DRAWING THEM INTO THE OPEN

If you're marching around in a wild Pokémon area and Pokémon aren't pouncing frequently enough, you can use two talents to draw them out. If your Pokémon has the Sweet Scent move, use the move outside of battle to make a battle begin instantly. If one of your Pokémon has the Illuminate ability, keep that Pokémon in the lead position—wild Pokémon will appear much more often.


ILLUMISE Lv8 29/ 29
GROVYLE Lv17 24/ 40
MARSHTOMP Lv18 48/ 48
FLYGON Lv37
NOSEPASS Lv18
RALTS Lv14
SWEET SCENT
SUMMARY
SWITCH
ITEM
CANCEL

Do what with ILLUMISE?

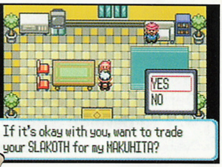

VOLBEAT Lv12 38/ 38
GROVYLE Lv17 24/ 40
MARSHTOMP Lv18 48/ 48
TORCHIC Lv18 24/ 40
NOSEPASS Lv18 39/ 39
RALTS Lv14 31/ 31
CANCEL

Choose a POKéMON.

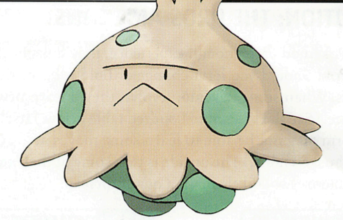
You can use Sweet Scent to start a battle, pronto. With Illuminate, you'll need to put the bright Pokémon in front and wait for results.

DURING ENCOUNTERS

You'll get most of your Pokémon from the wild, but not all of them. Now and then, you'll be offered a Pokémon in a trade or a gift.



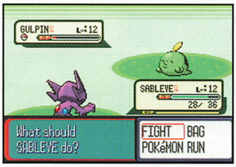
If it's okay with you, want to trade your SLAKOTH for my MAKUHITA?



IMPROVE YOUR ODDS

If you try to catch a wild Pokémon when it has full health, it'll almost always elude you. Though you can improve your odds by using a more powerful Poké Ball, you'll gain experience and save resources by using the battle tactics shown below to exhaust a Pokémon enough to capture it in a basic Poké Ball. Use more powerful Poké Balls only against strong and feisty Pokémon.

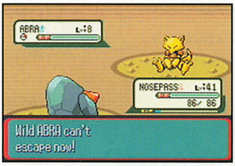
Whittle Down Hit Points


GULPIN Lv12
SABLEYE Lv12 28/ 36
FIGHT
BAG
POKéMON
RUN

What should SABLEYE do?

A wild Pokémon's hit points (HP) aren't shown numerically. They're shown on a color spectrum: Green means that the Pokémon is healthy, yellow indicates that it's getting worn out and red means that it's close to fainting. Whittle down its HP to a sliver of red, then throw a Poké Ball. You'll have a much better chance of capturing the Pokémon.

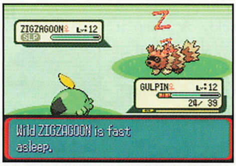
Restrain the Escape Artists


ABRA Lv8
NOSEPASS Lv41 86/ 86

Wild ABRA can't escape now!

Some Pokémon soon realize that you're trying to catch them, and may use special powers to run away. Inflict such Pokémon with Sleep or Paralyze to prevent them from escaping. Two battle moves are especially useful: Mean Look and Block will keep a Pokémon from running off, but only as long as your attacking Pokémon stays on the battle field.

Weaken with Freeze and *Z*s

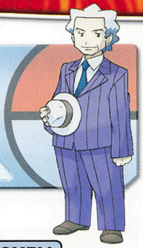

ZIGZAGOON Lv12
SLP
Z
GULPIN Lv12 24/ 39

Wild ZIGZAGOON is fast asleep.

Most critical conditions—such as Paralyze, Poison and Burn—will make a Pokémon be more susceptible to being caught. If you use an attack that causes Sleep or Freeze, however, your chances of capture will improve. For the best odds of capturing a wild Pokémon, inflict it with Freeze or Sleep and whittle the Pokémon's HP down to almost nothing.

RAISING POKéMON

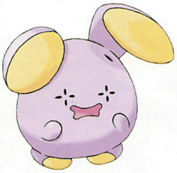
When you first catch a Pokémon, it will likely be weak—more cool or cute than powerful. Depending on how you raise it, however, the Pokémon can become a powerhouse. The main way to develop a Pokémon is by using it in battle, but there are many other ways.



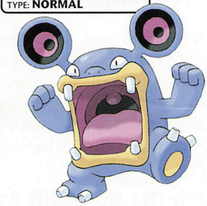
EVOLUTION: THE PROS AND CONS

When some Pokémon gain enough experience, they'll begin to evolve into a new form. Should you let it change or hold it back? Know the pros and cons. When some Pokémon evolve, they'll learn new moves at a slower pace. (See the Whismur/Loudred table below.) In addition, an evolved form may not be able to learn some moves at all. (See the Torchic/Combusken table.) The upside is that some of their stats (like Attack and Defense) will likely make a quantum leap.

#45 WHISMUR
TYPE: NORMAL

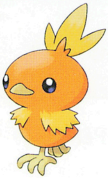


#46 LOUDRED
TYPE: NORMAL

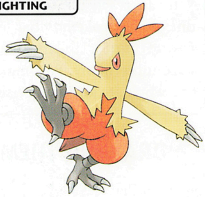


ATTACK	WHISMUR	LOUDRED
SUPERSONIC	LEVEL 21	LEVEL 23
STOMP	LEVEL 25	LEVEL 29
SCREECH	LEVEL 31	LEVEL 37
ROAR	LEVEL 35	LEVEL 43
REST	LEVEL 41	LEVEL 51
SLEEP TALK	LEVEL 41	LEVEL 51
HYPER VOICE	LEVEL 45	LEVEL 57

#4 TORCHIC
TYPE: FIRE



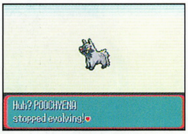
#5 COMBUSKEN
TYPE: FIRE/FIGHTING



ATTACK	TORCHIC	COMBUSKEN
PECK	LEVEL 16	LEVEL 17
SAND-ATTACK	LEVEL 19	LEVEL 21
FIRE SPIN	LEVEL 25	–
QUICK ATTACK	LEVEL 28	LEVEL 32
SLASH	LEVEL 34	LEVEL 39
MIRROR MOVE	LEVEL 37	LEVEL 43
FLAMETHROWER	LEVEL 43	–
DOUBLE KICK	–	LEVEL 16
BULK UP	–	LEVEL 28
SKY UPPERCUT	–	LEVEL 50

STOPPING AN EVOLUTION

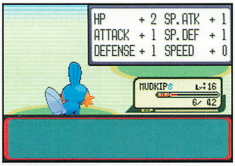
When a Pokémon evolves from gaining experience, you can choose to hold it back from changing by pressing the B Button during evolution. The Pokémon will again attempt to evolve when it reaches its next level.



Huh? POOCHYENA
stopped evolving!

GROWING UP—LITTLE BY LITTLE

As a Pokémon gains experience from battle, it will level up. Every time it levels up, many of its stats will increase a little—not nearly as quickly as when it evolves, but it adds up over time. If you don't want to wait for a Pokémon's stats to increase, you can force stat growth with special items such as Protein (which raises Attack a little). For every skill, there's a power-up that does the trick.



```
HP      + 2  SP.ATK + 1
ATTACK  + 1  SP.DEF + 1
DEFENSE + 1  SPEED  + 0
```

MUDKIP♂ Lv16
6/ 42

Each time a Pokémon gains enough battle experience to grow to the next level, its stats will increase a little.

ITEM NAME	PERMANENT EFFECT
CALCIUM	RAISES SPECIAL ATTACK
CARBOS	RAISES SPEED
HP UP	RAISES HP
IRON	RAISES DEFENSE
PROTEIN	RAISES ATTACK
ZINC	RAISES SPECIAL DEFENSE

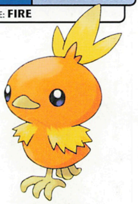
GROWING IN LEAPS AND BOUNDS

Many Pokémon evolve into a very different form when they reach a critical experience level and level up again. For example, Torchic evolves into Combusken at Level 16. Then Combusken evolves into Blaziken at Level 36. Some Pokémon evolve, but not from experience gain—see pages 14 and 15 for more details. If you let your Pokémon evolve, some of its skills will increase dramatically.

What?
COMBUSKEN is evolving!

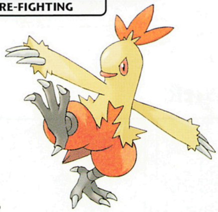
Congratulations! Your COMBUSKEN evolved into BLAZIKEN!

#4 TORCHIC
TYPE: **FIRE**



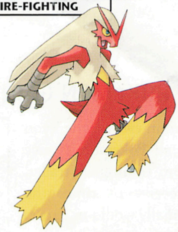
AT LEVEL 16

#5 COMBUSKEN
TYPE: **FIRE-FIGHTING**



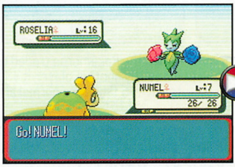
AT LEVEL 36

#6 BLAZIKEN
TYPE: **FIRE-FIGHTING**



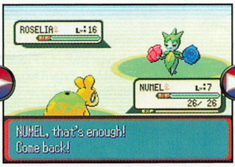
SURVIVAL OF THE WEAKEST

You may have a Pokémon whose level is so low that the Pokémon is nearly useless in battle. As it grows, it will gain power—many Pokémon gain enormous power when they're more experienced. Bolster a weak Pokémon's growth by following it up in battle with a stronger Pokémon.



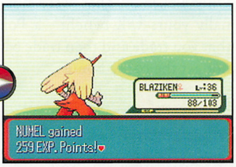
Go! NUMEL!

Place your weakest Pokémon in your team's starting position so it will participate in every battle.



NUMEL, that's enough!
Come back!

As soon as your weak Pokémon hits the field, switch it with a much stronger Pokémon.

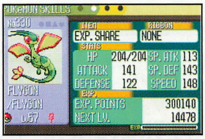


NUMEL gained
259 EXP. Points!

After your stronger Pokémon wins, experience will be divided among participants—including your weak one!

SPLIT THE SPOILS WITH EXP. SHARE

The Exp. Share item will give special experience-siphoning benefits to the Pokémon that holds it. (The Pokémon must be in your team. See page 39 to find out how to acquire Exp. Share.) After every victory, the item-holding Pokémon will gain a share of experience—how much depends on the role it played during battle.



ITEM	RIBBON
EXP. SHARE	NONE

STATS			
HP	204/204	SP. ATK	113
ATTACK	141	SP. DEF	143
DEFENSE	122	SPEED	148

EXP.	
EXP. POINTS	300140
NEXT LV.	14478

Standard Experience Division

60 EXPERIENCE POINTS						
60	POKéMON 1 FOUGHT	20	POKéMON 2 FOUGHT	20	POKéMON 3 FOUGHT	20
	POKéMON 4 NOT USED	0	POKéMON 5 NOT USED	0	POKéMON 6 NOT USED	0

After your team defeats a Pokémon, all battle participants will get an equal share of the experience points. Pokémon that never entered battle will get zero points.

Experience Division: Pokémon with Exp. Share Doesn't Fight

60 EXPERIENCE POINTS						
30	POKéMON 1 FOUGHT	10	POKéMON 2 FOUGHT	10	POKéMON 3 FOUGHT	10
30	POKéMON 4 EXP. SHARE/NOT USED	30	POKéMON 5 NOT USED	0	POKéMON 6 NOT USED	0

When a Pokémon holds Exp. Share but doesn't enter the battle, it will siphon half of the experience total. The remainder will be divvied up among battle participants. Other Pokémon that didn't battle will earn zero points.

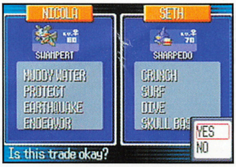
Experience Division: Pokémon with Exp. Share Joins Fight

60 EXPERIENCE POINTS						
60	POKéMON 1 EXP. SHARE/FOUGHT	40	POKéMON 2 FOUGHT	10	POKéMON 3 FOUGHT	10
	POKéMON 4 NOT USED	0	POKéMON 5 NOT USED	0	POKéMON 6 NOT USED	0

When a Pokémon holds Exp. Share and enters battle for any length of time, it will receive half of the points. It will also receive an equal share from the remaining points divvied up among participants. Nonbattling Pokémon earn zero points.

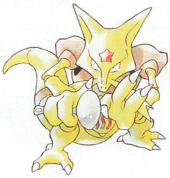
TRADE TO EVOLVE

Some Pokémon evolve only when traded to another player. Both players must be playing either Pokémon Ruby or Pokémon Sapphire and connect their GBAs with a Game Boy Advance Game Link Cable. Go to the Cable Club in a Pokémon Center to trade. You'll need to trade Pokémon again to get your evolved Pokémon back.

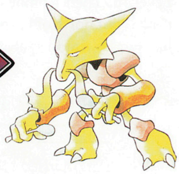

NICOLA
SWAMPERT
MUDDY WATER
PROTECT
EARTHQUAKE
ENDEAVOR
SETH
SHARPEDO
CRUNCH
SURF
DIVE
SKULL BAS
YES
NO

Is this trade okay?

#40 KADABRA
TYPE: **PSYCHIC**

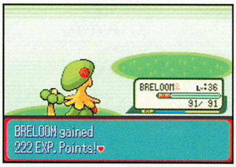


#41 ALAKAZAM
TYPE: **PSYCHIC**



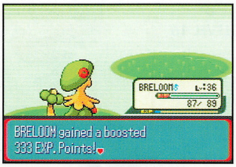
TRADED POKéMON GAIN EXPERIENCE FASTER

Only some Pokémon evolve when you trade them, but all Pokémon receive some benefit from trading. A traded Pokémon will receive 1.5 times the experience it normally would in battle. Only Pokémon that were not originally yours will benefit—a Pokémon that you trade and then trade back will not get the battle bonus.


BRELOOM
Lv36
91/ 91

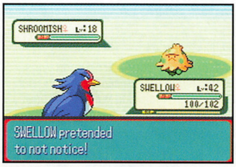
BRELOOM gained
222 EXP. Points!

Before a player trades a Pokémon, it will receive its standard experience after winning a battle.


BRELOOM
Lv36
87/ 89

BRELOOM gained a boosted
333 EXP. Points!

When the Pokémon is traded to and owned by another player, it will receive 1.5 times the normal amount.


SHROOMISH
Lv18
SWELLOW
Lv42
100/102

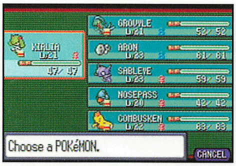
SWELLOW pretended
to not notice!

Early in your adventures, you won't benefit from receiving a high-level Pokémon in a trade, because you won't be able to command the powerful Pokémon unless you have the appropriate Gym Badge. (See the table to the right.) You must defeat Gym Leaders to get badges. Think about which badges you have before you trade.

BADGE NAME	COMMANDING EFFECT
KNUCKLE BADGE	POKéMON AT OR UNDER LEVEL 30 WILL OBEY
HEAT BADGE	POKéMON AT OR UNDER LEVEL 50 WILL OBEY
FEATHER BADGE	POKéMON AT OR UNDER LEVEL 70 WILL OBEY
RAIN BADGE	ALL POKéMON UNDER LEVEL 100 WILL OBEY

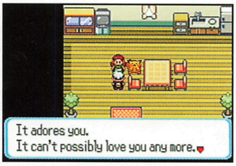
THE SURPRISING EFFECT OF FRIENDSHIP

To forge a friendship with a Pokémon, give it special consideration. Have it in your party as much as possible. Don't let it faint or get weak in battle. Let it hold things, including special mementos. Why go to the trouble? Some Pokémon, such as Azurill, evolve at specific levels only if they have a strong bond with you. If a Pokémon doesn't feel the love, it will never evolve.


KIRLIA
Lv21
47/ 47
GROVYLE
Lv21
52/ 52
ARON
Lv23
81/ 81
SABLEYE
Lv23
59/ 59
NOSEPASS
Lv20
42/ 42
COMBUSKEN
Lv22
83/ 83
CANCEL

Choose a POKéMON.

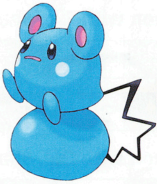
Keep a Pokémon in the lead position of your team to develop the strongest bond you can.



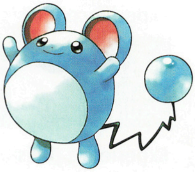
It adores you.
It can't possibly love you any more.

Visit the girl in the southwest part of Verdanturf Town. She'll tell you how much your lead Pokémon likes you.

#54 AZURILL
TYPE: **NORMAL**

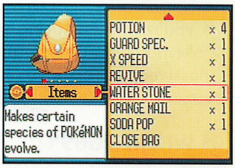


#55 MARILL
TYPE: **WATER**



THE HARD FACTS ABOUT STONE EVOLUTION

Some Pokémon will evolve only if you use a special stone on them. If you find one of the six stones, use it on the Pokémon that seems most likely to benefit from it. For example, Lombre is a Water-and-Grass type, so maybe the Leaf Stone or the Water Stone would work. As it turns out, the Water Stone does work—and Lombre transforms into Ludicolo. Stones are rare and they disappear after you use them, so make sure that you want to use a stone to evolve a specific Pokémon. You might not find another stone like it.

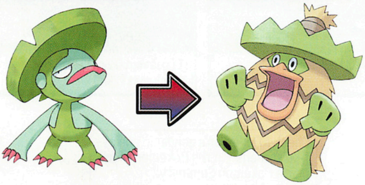

Items
POTION x 4
GUARD SPEC. x 1
X SPEED x 1
REVIVE x 1
WATER STONE x 1
ORANGE MAIL x 1
SODA POP x 1
CLOSE BAG

Makes certain species of POKéMON evolve.

WATER STONE EXAMPLE:

#20 LOMBRE
TYPE: **WATER-GRASS**

#21 LUDICOLO
TYPE: **WATER-GRASS**



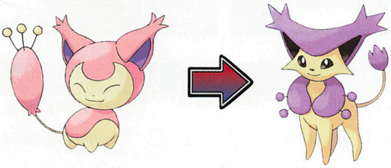
EVOLUTION STONES

- FIRE STONE
- LEAF STONE
- MOON STONE
- SUN STONE
- THUNDERSTONE
- WATER STONE

MOON STONE EXAMPLE:

#61 SKITTY
TYPE: **NORMAL**

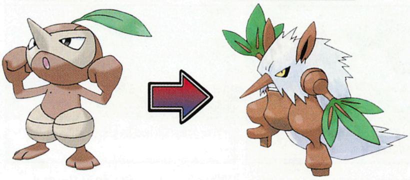
#62 DELCATTY
TYPE: **NORMAL**



LEAF STONE EXAMPLE:

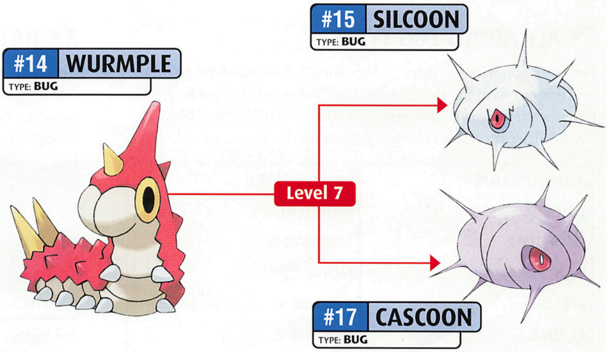
#23 NUZLEAF
TYPE: **GRASS-DARK**

#24 SHIFTRY
TYPE: **GRASS-DARK**



RANDOM EVOLUTION EFFECTS

Some Pokémon can evolve into more than one form at a certain level—the form it takes is random. For example, when Wurmple evolves at Level 7, it will change into either Silcoon or Cascoon. There's no way to predict which way the evolution will go. If you suspect that a specific kind of Pokémon might evolve into a random form, catch lots of that kind and evolve each one.

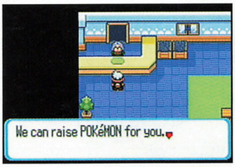

#14 WURMPLE
TYPE: BUG
#15 SILCOON
TYPE: BUG
Level 7
#17 CASCOON
TYPE: BUG

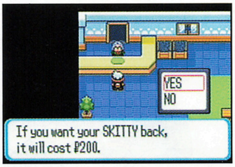
BREEDING POKéMON

If you're the nurturing type, you might be the perfect Pokémon breeder. When you pair Pokémon, you can produce a variety of results—if you stick with it, you'll eventually create a massively powerful Pokémon!

WHERE EGGS COME FROM—POKéMON DAY CARE

Put two of the right Pokémon together and—voilà!—you'll wind up with a Pokémon Egg. To tinker with Pokémon pairings, speak to the woman who runs the Pokémon Day Care on Route 117 (see page 52). Even if there's no magic between your checked-in Pokémon, they'll still benefit—Pokémon gain levels the longer you keep them in day care.


We can raise POKéMON for you.

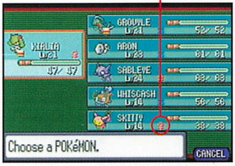


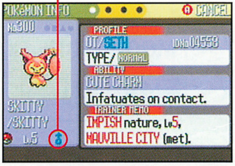
If you want your SKITTY back, it will cost ₽200.

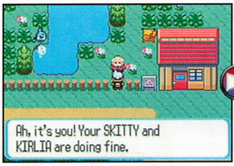
EGGS-PERIMENT FOR BEST RESULTS

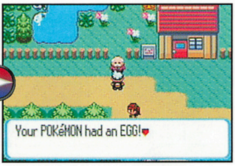
Check a male and a female Pokémon into the day care—you definitely won't get an Egg out of the pairing otherwise. As soon as you check them in, speak to the man who tends the day-care park outside. He'll tell you whether the pairing is likely to have results. If it is, return to the day care later. If he's standing outside the park, he's got an Egg for you.

Check a Pokémon's gender in one of two screens—in the Pokémon Menu or in a Pokémon Summary.


KIRLIA Lv21 47/47
GROVYLE Lv21 52/52
ARON Lv23 61/61
SABLEYE Lv24 63/63
WHISCASH Lv19 56/56
SKITTY Lv19 38/38
CANCEL
Choose a POKéMON.


POKéMON INFO
CANCEL
No300
SKITTY
/SKITTY
Lv5
PROFILE
ABILITY
TRAINER MEMO
OT/SETH IDNo04558
TYPE/NORMAL
CUTE CHARM
Infatuates on contact.
IMPISH nature, Lv5,
MAUVILLE CITY (met).


Ah, it's you! Your SKITTY and KIRLIA are doing fine.


Your POKéMON had an EGG!

When the man is standing in the park, he'll tell you how your paired Pokémon are behaving.

When he steps outside of the park, the man will have an Egg for you to carry away—free of charge!

THE DAY CARE MAN'S MESSAGE	EGG PROBABILITY
They're very friendly . . .	**Extremely likely**
The two seem to get along . . .	**Somewhat likely**
The two don't seem to like each other . . .	**Not very likely**
The two prefer to play with other Pokémon . . .	**Not a chance**

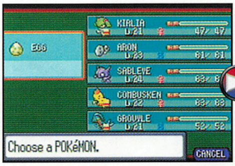
ALL ABOUT EGG TYPES

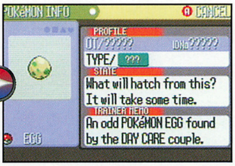
Egg types are an integral aspect of breeding Pokémon. All Pokémon fall into one or two of the 14 Egg types. Only Pokémon of opposite gender from the same Egg type will produce an Egg at the Pokémon Day Care. Even with a compatible Pokémon pair, an Egg is not guaranteed.

AMORPHOUS	**HUMAN-LIKE**
BUG	**MINERAL**
DRAGON	**MONSTER**
FAIRY	**NONE**
FIELD	**WATER 1**
FLYING	**WATER 2**
GRASS	**WATER 3**

HATCHING AN EGG

To hatch a Pokémon Egg, carry it with you until the Pokémon breaks out of its shell. To speed it along, the Pokémon in your traveling party should all be as happy and healthy as possible. Eggs rarely hatch quickly, so be prepared to carry it for the long haul.


EGG
KIRLIA Lv21 47/47
ARON Lv23 61/61
SABLEYE Lv24 63/63
COMBUSKEN Lv22 63/63
GROVYLE Lv21 52/52
CANCEL
Choose a POKéMON.


POKéMON INFO
CANCEL
EGG
PROFILE
STATE
TRAINER MEMO
OT/????? IDNo?????
TYPE/???
What will hatch from this? It will take some time.
An odd POKéMON EGG found by the DAY CARE couple.

Put the Egg in your party's lead position—it might goad the Pokémon out of its shell a little faster.

Check the hatching status of the Egg in its Pokémon Summary—you can find out if it's close to hatching.

THE USUAL RESULTS

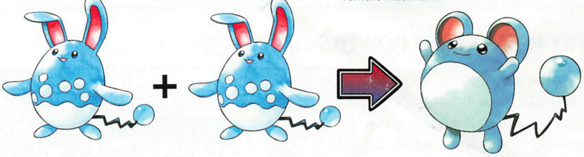
If you pair two of the same kind of Pokémon, the Pokémon that hatches might be the same kind as those that paired to produce it. Or the pairing could result in the pre-evolved form of its paired Pokémon. Pairing two different kinds of Pokémon has far less predictable results. A hatched Pokémon inherits its ability from the female Pokémon—so ensure that the female is carrying a great ability!

#56 AZUMARILL ♂
ABILITY: **HUGE POWER**

#56 AZUMARILL ♀
ABILITY: **THICK FAT**

#55 MARILL ♂ OR ♀
ABILITY: **THICK FAT**

When two Azumarill produce an Egg, the Pokémon that hatches will be the pre-evolved form of Azurmarill—the equally cute Marill. In this case, Marill inherits Thick Fat from the female Azumarill.

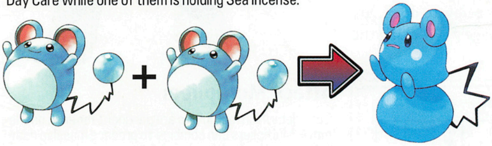


A LITTLE ENCOURAGEMENT FROM ITEMS

Some Pokémon will result only if either the male or female breeding Pokémon is holding a specific item. Items' effects vary, so experiment—you might just discover a combination that produces a Pokémon that you can't get any other way.

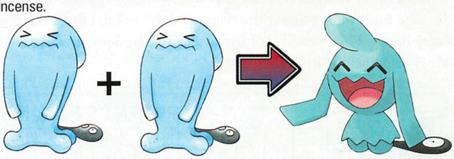
#55 MARILL ♂ + ♀ **#54 AZURILL ♂ OR ♀**

A male and a female Marill will produce an Azurill, but only if they visit the Day Care while one of them is holding Sea Incense.



#161 WOBBUFFET ♂ + ♀ **#160 WYNAUT ♂ OR ♀**

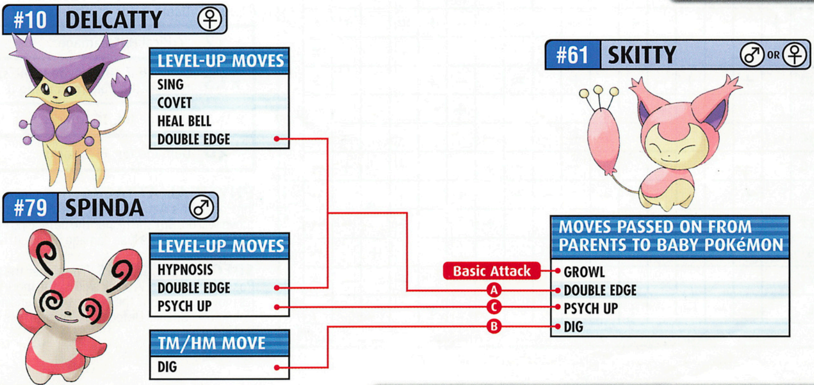
A pair of Wobbuffet will create a Wynaut—but only if the male or the female is holding Lax Incense.



MOVES THAT PROVE YOU'RE A SMART BREEDER

A hatched Pokémon always starts at Level 5. But if you breed your Pokémon intelligently, it might have battle moves far more advanced than a low-level Pokémon would normally have. A hatched Pokémon may inherit moves from the male and the female Pokémon that created it—which moves it will inherit are anyone's guess. You can control the results somewhat by pairing Pokémon that have powerful moves. As the chart below illustrates, breeding two different kinds of Pokémon can result in a Pokémon that would never learn certain moves normally—another great challenge for persistent Pokémon breeders!

- Ⓐ Level-up moves that both parents possess could be passed onto the baby Pokémon.
- Ⓑ If the father Pokémon knows an HM or a TM, the move could pass onto the baby Pokémon.
- Ⓒ Baby Pokémon can learn Egg moves automatically or from their father (not mother).



#10 DELCATTY ♀

LEVEL-UP MOVES
SING
COVET
HEAL BELL
DOUBLE EDGE

#79 SPINDA ♂

LEVEL-UP MOVES
HYPNOSIS
DOUBLE EDGE
PSYCH UP

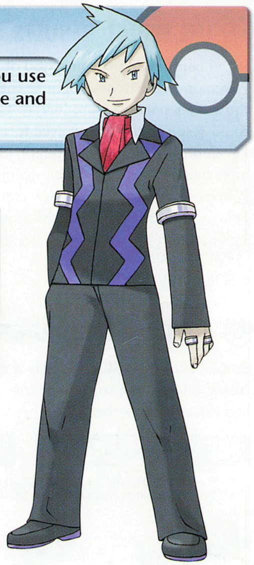
TM/HM MOVE
DIG

#61 SKITTY ♂ OR ♀

	MOVES PASSED ON FROM PARENTS TO BABY POKéMON
Basic Attack	GROWL
Ⓐ	DOUBLE EDGE
Ⓒ	PSYCH UP
Ⓑ	DIG

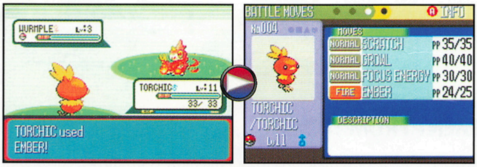
POKéMON BATTLES

Float like a Beautifly, sting like a Volbeat! You can KO every Trainer you battle—if you use more than brute strength. Wallop the competition by learning each Pokémon's profile and using your team as a lean, mean fighting machine.



HIT POINTS AND POWER POINTS

If a Pokémon loses all of its hit points (HP) in battle, it will faint out of combat. Each time a Pokémon uses a battle move, it will lose one of the power points (PP) devoted to that move. If a Pokémon uses a move so frequently that the move's PP falls to zero, it will need to use another move.



WURMPLE Lv3

TORCHIC Lv11 33/ 33

TORCHIC used EMBER!

BATTLE MOVES · A INFO

No004

TORCHIC /TORCHIC Lv11

MOVES		
NORMAL	SCRATCH	PP 35/35
NORMAL	GROWL	PP 40/40
NORMAL	FOCUS ENERGY	PP 30/30
FIRE	EMBER	PP 24/25

DESCRIPTION

Each time a Pokémon uses a move, the move's PP falls by one point. Some moves have less total PP than others, so use all of your moves wisely.

THE POKéMON COMBAT CHART

When a move's attack type is especially effective against the foe Pokémon's type, you'll score damage multipliers. Study the chart and the full list of attack multipliers below to dominate every battle. For examples of the attack multipliers at work, check out page 7 ("Making the Most of Attack Multipliers").

■ PHYSICAL ATTACK

🟩 SPECIAL ATTACK

OPPONENT'S POKéMON TYPE

YOUR ATTACK TYPE	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													−	=			−
FIRE		−	−		+	+						+	−		−		+
WATER		+	−		−				+				+		−		
ELECTRIC			+	−	−				=	+					−		
GRASS		−	+		−			−	+	−		−	+		−		−
ICE		−	−		+	−			+	+					+		−
FIGHTING	+					+		−		−	−	−	+	=		+	+
POISON					+			−	−				−	−			=
GROUND		+		+	−			+		=		−	+				+
FLYING				−	+		+					+	−				−
PSYCHIC							+	+			−					=	−
BUG		−			+		−	−		−	+			−		+	−
ROCK		+				+	−		−	+		+					−
GHOST	=										+			+		−	−
DRAGON															+		−
DARK							−				+			+		−	−
STEEL		−	−	−		+							+				−

Attack Multipliers

Consider which multipliers are pertinent for each battle move. Multipliers can combine to produce massive damage—or diminished damage. A few examples:

- A Grass-type attack will do double damage when used on a Rock-type Pokémon.
- A Grass-type attack will do quadruple damage when used on a Rock-and-Ground-type Pokémon.
- A Dark-type attack will do half the usual damage when used on a Fighting-type Pokémon.
- A Ghost-type attack will have no effect on Normal-types.

x2	Damage for + attacks
x2	"Critical Hit" damage
x1.5	Damage if attack type is the same type as the Pokémon using it
x0.5	Damage for − attacks
x0	Damage for = attacks

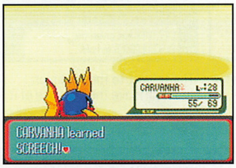
PHYSICAL ATTACKS The higher the attacking Pokémon's Attack skill is, the more damage its move will do. But the higher the defending Pokémon's Defense skill is, the less damage it will suffer.

SPECIAL ATTACKS The higher the attacking Pokémon's Special Attack skill is, the more damage its move will do. But the higher the defending Pokémon's Special Defense skill is, the less damage it will suffer.

THE INS AND OUTS OF LEARNING MOVES

A Pokémon can possess only four battle moves. If it knows four moves and is about to learn a new one, you'll have to choose whether to have it drop an existing move or not learn the new move. There are four ways that a Pokémon can learn new moves.

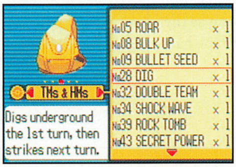
By Leveling Up



CARVANHA learned SCREECH!

When a Pokémon reaches a certain level, it will learn a new move—one of many that it will learn as it gains more experience. Pokémon that choose not to evolve tend to learn moves faster.

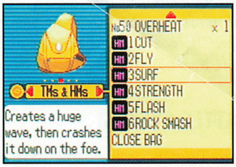
From a TM



Digs underground the 1st turn, then strikes next turn.

A Technical Machine (TM) is an item that will allow you to teach a Pokémon a specific new move. Only certain kinds of Pokémon—usually Pokémon that benefit most—can use each TM.

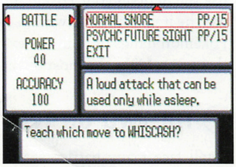
From an HM



Creates a huge wave, then crashes it down on the foe.

A Hidden Machine (HM) differs from a TM in two ways: You can use an HM repeatedly to teach many Pokémon a specific move, and your Pokémon can use an HM to navigate through the world in some way.

From the Move Tutor



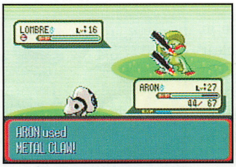
A loud attack that can be used only while asleep.

Teach which move to WHISCASH?

The Move Tutor, who lives in Fallarbor Town, will teach one of your Pokémon a move in exchange for an item. He'll teach only moves that your Pokémon has forgotten or has chosen not to learn.

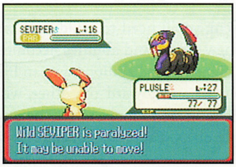
THREE KINDS OF MOVE EFFECTS

Each battle move has at least one effect. One common effect damages the opposing Pokémon and reduces its HP. Other effects cause critical conditions such as Poison or Sleep. Another group of effects subtracts points from the foe's stats such as Attack and Defense, or adds points to your own Pokémon's stats.



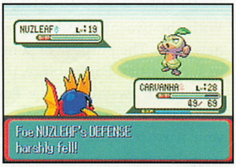
ARON used METAL CLAW!

Using moves that reduce HP is the most direct way to defeat a foe, though you shouldn't rely on them exclusively.



Wild SEVIPER is paralyzed! It may be unable to move!

Moves that cause critical conditions are very useful because some can prevent a foe from attacking you.



Foe NUZLEAF's DEFENSE harshly fell!

Some Pokémon are hard to hit—or they hit you far too easily. Mess with their stats to increase your chances.

Critical Conditions and Their Cures

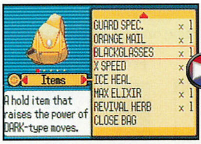
NAME	EFFECT	ITEM-RELATED CURES	OTHER CURES
ATTRACT	Can't move 50% of the time	Mental Herb, Red Flute	Remove Pokémon from battle
BURN	Loses Attack strength and HP each turn	Burn Heal, Full Heal, Full Restore, Heal Powder, Lava Cookie, Lum Berry, Rawst Berry	Refresh, Rest moves
CONFUSE	Sometimes attacks itself	Full Heal, Full Restore, Heal Powder, Persim Berry, Yellow Flute	Remove Pokémon from battle; or wait a few turns for the condition to fade
FAINT	Can no longer battle	Max Revive, Revival Herb, Revive	No move-related cure—restore Pokémon at Pokémon Center
FLINCH	Can't move during its turn (once)		No cure—wait for next move
FREEZE	Can't use moves	Aspear Berry, Full Restore, Full Heal, Heal Powder, Ice Heal, Lava Cookie, Lum Berry	Any Fire-type attack except Will-o-Wisp and Sunny Day; or wait a few turns for the condition to fade
PARALYZE	Can't move 25% of the time	Cheri Berry, Full Heal, Full Restore, Heal Powder, Lava Cookie, Lum Berry, Parlayze Heal	Refresh, Rest, Smellingsalt moves
POISON	Loses Attack strength and HP each turn	Antidote, Full Heal, Full Restore, Heal Powder, Lava Cookie, Lum Berry, Pecha Berry	Refresh, Rest moves
SLEEP	Can't use moves	Awakening, Blue Flute, Chesto Berry, Full Heal, Full Restore, Heal Powder, Lava Cookie, Lum Berry	Wait a few turns for the condition to fade

Skills and Modification Effects

NAME	EFFECT
ATTACK	A Pokémon's physical attacks do more damage as its Attack skill grows.
DEFENSE	A Pokémon takes less damage from physical attacks as its Defense skill grows.
SPECIAL ATTACK	A Pokémon's special attacks do more damage as its Special Attack skill grows.
SPECIAL DEFENSE	A Pokémon takes less damage from special attacks as its Special Defense skill grows.
SPEED	The higher a Pokémon's Speed, the more likely the Pokémon is to move first in battle.
ACCURACY	The higher a Pokémon's Accuracy, the more likely that the Pokémon's move will connect with the foe.
EVASIVENESS	The higher a Pokémon's Evasiveness, the more likely it is that it can evade a foe's battle move.

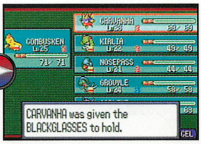
LET YOUR POKéMON HOLD ITEMS

Giving your Pokémon certain items to hold will benefit them in battle. If a Pokémon holds an item like an Oran Berry (which heals 10 HP), it may choose to use it during battle. The advantage is that you won't need to waste a turn in battle to use the item on your Pokémon. The disadvantage is that your Pokémon may not use the item when you would. Some items raise a Pokémon's power as long as the Pokémon hangs onto it. For example, Charcoal raises the power of Fire-type battle moves. Make the most of such rare items!



A hold item that raises the power of DARK-type moves.

Select the item that you want your Pokémon to hold.

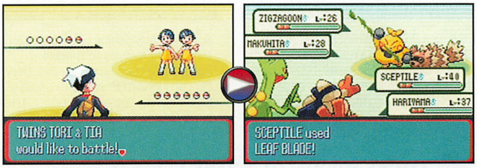


CARVANHA was given the BLACKGLASSES to hold.

Then give it to the Pokémon that will make the best use of it.

THE TWO-ON-TWO BATTLE SYSTEM

You'll face many battles against two Trainers at the same time. The Trainers will attack with only one Pokémon each and won't follow up with other Pokémon. The first two Pokémon in your team will start on the field—but you'll be able to swap them out for others on your team. Two-on-two battles are usually against Trainer twins and a pair of reporters that you'll encounter often during your travels.

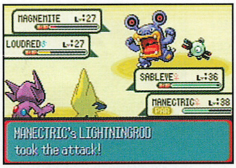


TWINS TORI & TIA would like to battle!

SCEPTILE used LEAF BLADE!

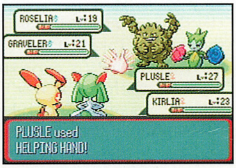
Rethinking Battle Order

With the two-on-two battle system, you'll need to build your team in new ways. The purpose of some new moves and abilities becomes clear in such battles. For instance, the Lightningrod ability draws an Electric-type attack away from one Pokémon and toward the other, who can withstand it much better. The Helping Hand move raises the power of your partner's attack by a multiple of 1.5. Pair your Pokémon wisely to reap the maximum benefit.



MANECTRIC's LIGHTNINGROD took the attack!

A Pokémon that has the ability Lightningrod draws an Electric-type attack away from its partner.



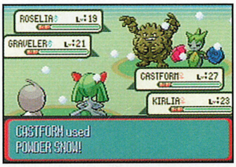
PLUSLE used HELPING HAND!

With Helping Hand, a Pokémon can increase the damage that its battle partner will do.

Two-on-Two Battle Range

Many range and timing concerns are unique to two-on-two battles. For instance, battle moves that you're accustomed to seeing strike only one foe may strike two foes in two-on-two battles.

- **EFFECTIVE AGAINST ONE POKéMON:** Many moves still affect only one opponent Pokémon. You'll need to choose which Pokémon to attack.
- **EFFECTIVE AGAINST BOTH POKéMON:** Some attacks, such as Powder Snow, will strike both opponent Pokémon at once. You won't need to choose a target.
- **CAN'T CHOOSE YOUR TARGET:** You won't be able to choose your target with some battle moves, such as those that strike the opponent for two to three turns.
- **AFFECT YOUR TEAMMATE:** Some moves, like Earthquake, will affect your teammate, too—experience will teach you which moves have that effect.



CASTFORM used POWDER SNOW!

THE PERFECT TEAM

Though you may want to keep certain Pokémon (such as those that you're trying to develop a friendship with) in your team at all times, you'll want to change your lineup to face new challenges. Every Pokémon has weaknesses—maintain a balanced team by using the Pokémon Combat Chart on page 18. When you're taking on Trainers who use many of the same type of Pokémon, load your team with opposing types. When you're facing certain weather conditions, change your team again!

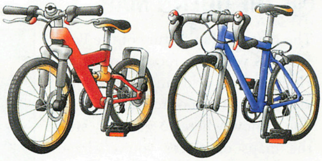
During sandstorms, most Pokémon will take damage in battle. Rock-, Steel- and Ground-types will not.

When it rains, the power of Water-type attacks will increase. Adjust your team to take advantage.

TRAVELING IN HOENN

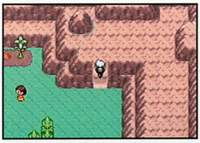
As you acquire gear and certain new moves, you'll be able to travel to many more places across Hoenn. Some new areas were just beyond your reach previously. Others were leagues away and are open to you at last.

WHEELING DOWN THE ROUTES

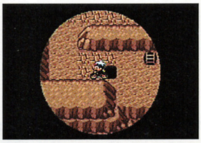


After you've reached Rydel's Cycles in Mauville City, you can get one of two bikes. The Mach Bike achieves great speed but has loose handling. The Acro Bike doesn't go as fast, but it's great for tricks. You can have only one bike at a time, but the shop will trade bikes with you at any time.

Mach Bike

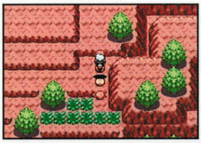


The Mach Bike's speed lets you zoom up steep slopes that you otherwise can't travel.

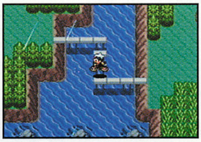


Its speed also lets you rocket past collapsing floors to reach secret areas.

Acro Bike



The Acro Bike lets you hop around, which allows you to jump up special rock paths.

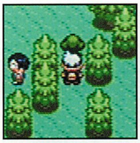


You can use the Acro Bike to hop across the narrow rails that span rivers.

MOVES THAT HELP YOU MOVE

All HMs and some other battle moves have uses outside of battle. Each HM will help you make your way into new areas, and some TMs will help you out when you're in a tight spot.

Cut

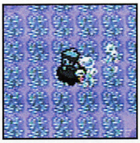


Once you have the Stone Badge, you can use Cut (HM 01) to cut down small trees.

Dig

When you use it in a cave, Dig (TM 28) will return you and your team to the entrance.

Dive



With the Mind Badge, you can go to the ocean floor by using Dive (HM 08).

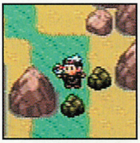
Flash

Once you have the Knuckle Badge, you can illuminate caves with Flash (HM 05).

Fly

With Fly (HM 02) and the Feather Badge, you can soar to any city you've visited.

Rock Smash

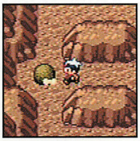


If you have the Dynamo Badge, you can use Rock Smash (HM 06).

Secret Power

With Secret Power (TM 43), you can open your own Secret Base in certain spots.

Strength

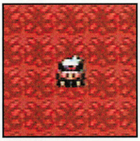


Once you have the Heat Badge, you can use Strength (HM 04) to move boulders.

Surf

After you've gotten the Balance Badge, you can use Surf (HM 03) to travel on water.

Sweet Scent



A Pokémon with Sweet Scent can lure a wild Pokémon into the open instantly.

Teleport

A Pokémon with Teleport can warp you to the last Pokémon Center that you used.

Waterfall

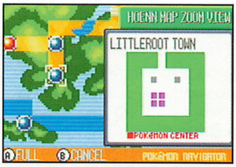
After you've gotten the Rain Badge, you can use Waterfall (HM 07) to ride up waterfalls.

THE POKéNAV

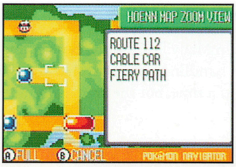
The Pokémon Navigator—PokéNav for short—is a marvelous device that helps you out with several features. You won't possess the PokéNav when you begin your travels. Once you do, you'll have new details at your fingertips.

THE HOENN MAP

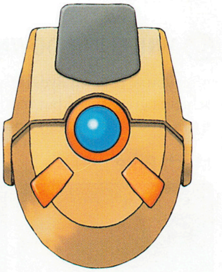
The Hoenn Map feature of the PokéNav lets you shift focus between the Hoenn overworld and a magnified view of any town or route. When you don't know where to go next, study the maps of places you've already been to jog your memory of any loose ends on your quest.


HOENN MAP ZOOM VIEW
LITTLEROOT TOWN
POKéMON CENTER
A FULL
B CANCEL
POKéMON NAVIGATOR

After you've visited a town, you can use the Hoenn Map to see a magnified view of its main features.

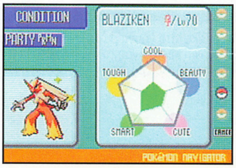

HOENN MAP ZOOM VIEW
ROUTE 112
CABLE CAR
FIERY PATH
A FULL
B CANCEL
POKéMON NAVIGATOR

Once you've passed through a route, you can use the Hoenn Map to see its major landmarks.

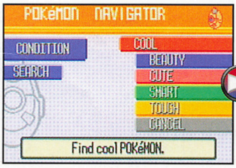


CONDITION

With the Condition feature, you can analyze a Pokémon's Cool, Tough, Beauty, Smart and Cute conditions—useful details for grooming a Pokémon for a Pokémon Contest. You can check out the conditions of Pokémon in just your party or rank all of your Pokémon by which have the best conditions.

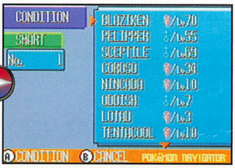

CONDITION
PARTY POKéMON
BLAZIKEN ♀/Lv70
COOL
TOUGH
BEAUTY
SMART
CUTE
CANCEL
POKéMON NAVIGATOR

A five-point system shows a Pokémon's Cool, Tough, Beauty, Smart and Cute conditions.


POKéMON NAVIGATOR
CONDITION
SEARCH
COOL
BEAUTY
CUTE
SMART
TOUGH
CANCEL

Find cool POKéMON.

You can sort all Pokémon you own by the strength of their ratings in each of the five conditions.

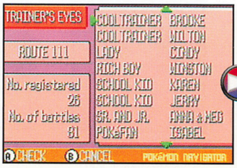

CONDITION
SMART
No. 1
A CONDITION
B CANCEL
POKéMON NAVIGATOR

BLAZIKEN ♀/Lv70
PELIPPER ♂/Lv55
SCEPTILE ♂/Lv69
COROSO ♀/Lv34
NINCADA ♀/Lv10
ODDISH ♂/Lv7
LOTAD ♀/Lv3
TENTACOOL ♀/Lv10

Consult the sorted list to get a better idea of which Pokémon to enter in a Pokémon Contest.

TRAINER'S EYES

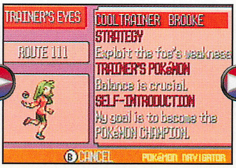
Your PokéNav will list many Trainers that you battle in its Trainer's Eyes log, along with details about each Trainer's philosophy and Pokémon team. The Trainer's Eyes feature will also show which Trainers want a rematch. You'll never run out of Trainers to battle, since many Trainers demand multiple rematches.


TRAINER'S EYES
ROUTE 111
A CHECK
B CANCEL
POKéMON NAVIGATOR

No. registered 26
No. of battles 81

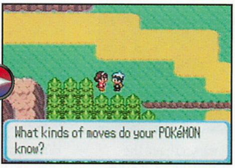
COOLTRAINER	BROOKE
COOLTRAINER	WILTON
LADY	CINDY
RICH BOY	WINSTON
SCHOOL KID	KAREN
SCHOOL KID	JERRY
SR. AND JR.	ANNA & MEG
POKéFAN	ISABEL

After you battle a Trainer, he or she may be listed on the Trainer's Eyes screen.


TRAINER'S EYES
ROUTE 111
B CANCEL
POKéMON NAVIGATOR

COOLTRAINER BROOKE
STRATEGY
Exploit the foe's weakness
TRAINER'S POKéMON
Balance is crucial.
SELF-INTRODUCTION
My goal is to become the POKéMON CHAMPION.

Before you tackle a Trainer for a rematch, study his or her data to prepare for the fight.

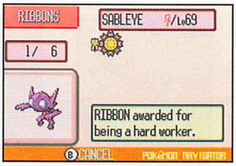


What kinds of moves do your POKéMON know?

The log will remind you where to meet a Trainer, who will be tougher than during your previous battle.

RIBBONS

After one of your Pokémon has won its first Pokémon Contest ribbon, the Ribbons feature will open. With it, you can track which of your Pokémon have won ribbons—a useful feature with so many ribbons to win on the Pokémon Contest circuit.


RIBBONS
1/ 6
SABLEYE ♀/Lv69
B CANCEL
POKéMON NAVIGATOR

RIBBON awarded for being a hard worker.

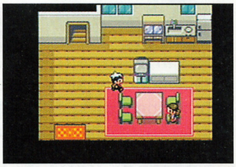
Check the description of each ribbon to see what your Pokémon won the prize for.

Collecting Ribbons:

- Ascend to the top of the Pokémon League and enter the Hall of Fame.
- Win the Master Rank of one type of Pokémon Contest.
- Win against 50 Trainers at the Battle Tower.
- The woman next to the Energy Guru in Slateport City will give your lead Pokémon a ribbon if it's strong enough.
- The artist at a Pokémon Contest will give your Pokémon a ribbon if it wins the Master Rank Pokémon Contest with an excellent score.

INTERVIEWS AND TV SHOWS

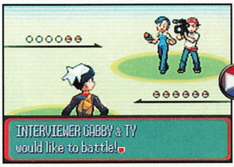
After you visit Mauville City, the televisions around Hoenn will start buzzing with fascinating shows—many of them about you! You'll also see programs about other big events that will help your star shine even brighter.



When a television screen is flashing, you'll know that a good show is about to start.

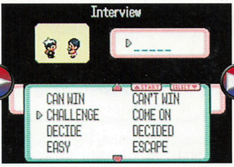
POKéMON PAPARAZZI

Television interviewers will sometimes get in your face after a battle victory, and sometimes even after a loss. They're fascinated with your career and will air news about your progress on television. In the interest of creating news, they'll even battle you themselves sometimes!

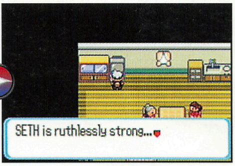


INTERVIEWER GABBY & TY would like to battle!

Don't worry about bad press if you beat interviewers in battle—they want you to do well.



Your interview comments will consist of one or several words that you'll choose from a vocabulary system.



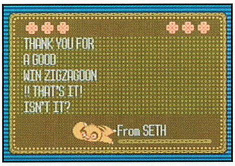
SETH is ruthlessly strong...

Later, when you see a television screen flash, face the television and press A—you might be on the tube!

THE VOCABULARY SYSTEM

The vocabulary system organizes words and phrases into many different categories. It's used not only during interviews but also when writing letters. When composing a letter, you'll need to select nine words or phrases.

CATEGORY	SAMPLE WORD FROM CATEGORY
GREETINGS	THANK YOU
ENDINGS	FOR
ENDINGS	A
CONDITIONS	GOOD
BATTLE	WIN
POKéMON	ZIGZAGOON
VOICES	!!
MISC.	THAT'S IT!
ENDINGS	ISN'T IT?

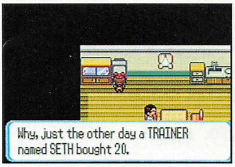


THANK YOU FOR
A GOOD
WIN ZIGZAGOON
!! THAT'S IT!
ISN'T IT?
From SETH

Once you've chosen nine words or phrases, you can pass your letter to your Pokémon. After you write your first few letters, you'll start to get the hang of what words are in which categories.

TRADING YOUR TV INTERVIEWS

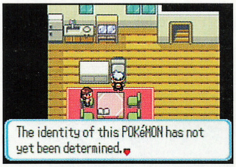
After you link up with another player at the Pokémon Cable Club Record Corner, television interviews about both you and the other player will air in both players' games. Spread your fame—link frequently!



Why, just the other day a TRAINER named SETH bought 20.

NEWS ABOUT RARE POKéMON

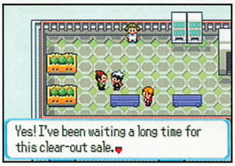
After you've entered the Hall of Fame, information about the appearance of rare Pokémon will start playing on television. Stay tuned to discover how to expand your Pokémon collection in exciting ways.



The identity of this POKéMON has not yet been determined.

TELEVISION COMMERCIALS

After you pass through the Hall of Fame, watch for the flashing television screens—commercials will tip you off to great opportunities.



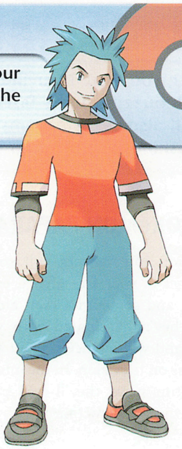
Yes! I've been waiting a long time for this clear-out sale.

IF YOU SEE A COMMERCIAL FOR:

- The Game Corner in Mauville City, you may have better luck gaming there.
- The Energy Guru in Slateport City, you can buy half-price power-ups.
- The Lilycove Department Store, you'll find rare decorations for your Secret Base on sale on the top floor.

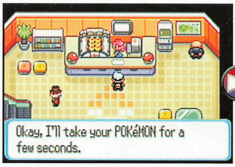
THE POKéMON CENTER

Stay in touch with your Pokémon and other players at the Pokémon Center! Whether your Pokémon are down for the count or you're looking to link up with other players, the Pokémon Center can meet lots of a Pokémon Trainer's needs.



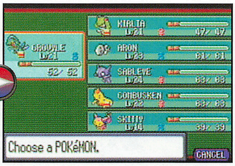
RESTORE YOUR POKéMON

When your Pokémon are running low on HP and PP or have fainted, check in your whole Pokémon crew at the front desk to refresh them. When the attendant hands your Pokémon back to you a few seconds later, their HP and PP will be fully restored.



Okay, I'll take your POKéMON for a few seconds.

Hand your team of Pokémon to the first-floor attendant. You'll see her place your Poké Balls into a machine.

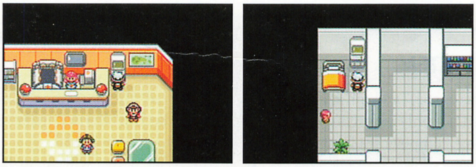


Choose a POKéMON.

When she gives your team back to you, every Pokémon will be charged up and ready for action.

LOG ONTO THE COMPUTER

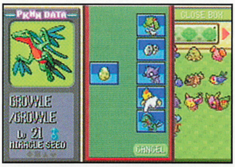
You'll find PCs in every Pokémon Center. PCs help you organize the Pokémon you catch and items you pick up. The new computer system is a major upgrade from the PCs in earlier Pokémon adventures.



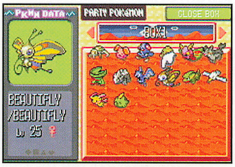
You'll find PCs in some houses and other buildings during your adventures, but you'll always be able to find them in a Pokémon Center.

SOMEONE'S/LANETTE'S PC

The new Pokémon storage system is called Someone's PC early in your adventure. After you meet the system's creator, its name will change to Lanette's PC. Lanette's system has 14 storage boxes, each with space for 30 Pokémon, and has lots of new features that help you organize your Pokémon better than ever.



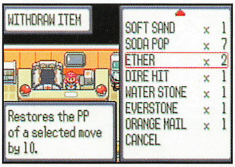
To deposit a Pokémon in the storage system, select a Pokémon from your traveling team.



To better organize your Pokémon, you can change each box's name and background design.

YOUR PC

You can store up to 50 different items on Your PC. Because the inventory that you can carry is limited, you should deposit all items that you think you won't need and withdraw all items that you think you will need. You can also read your mail in Your PC's Mailbox section.

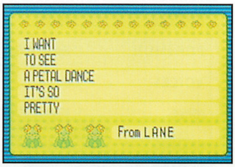


WITHDRAW ITEM

SOFT SAND x 1
SODA POP x 7
ETHER x 2
DIRE HIT x 1
WATER STONE x 1
EVERSTONE x 1
ORANGE MAIL x 1
CANCEL

Restores the PP of a selected move by 10.

To withdraw an item from Your PC, highlight it, press the A Button and choose how many you want.

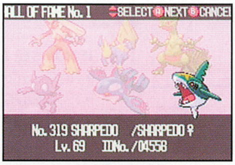


I WANT
TO SEE
A PETAL DANCE
IT'S SO
PRETTY
From LANE

Store any mail that you receive in Your PC's Mailbox—you never know when you'll want to reread it.

HALL OF FAME

After you've battled your way to the top of the Pokémon League, the Hall of Fame menu option will appear on the PC. The feature will let you check which Pokémon were with you when you achieved the final victory and entered the Hall of Fame.

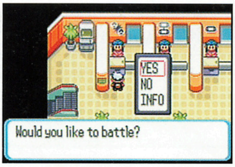


No. 319 SHARPEDO /SHARPEDO ♀
Lv. 69 IDNo. /04558

All Pokémon that have entered the Hall of Fame will appear in the Hall of Fame menu option—but only after you've beaten the entire Pokémon League.

COLOSSEUM

Check into the Pokémon Cable Club Colosseum to battle with players who have the Ruby Version or Sapphire Version Game Pak using the Game Boy Advance Game Link Cable. Once connected, players can choose one of three battle styles—two of them will involve the new two-on-two battle system.

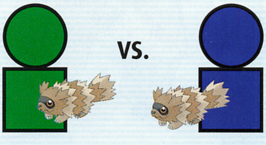


Would you like to battle?

Basic Rules:

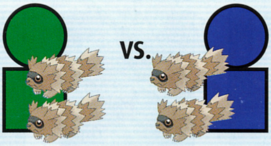
- There's no limit to the levels of competing. Pokémon.
- Using items is prohibited.
- Selecting the Escape option means you surrender.
- Items that Pokémon collect or steal during battle will be returned after battle.

SINGLE BATTLE



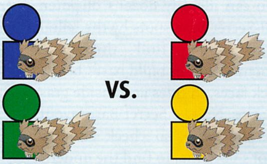
In a Single Battle, you'll face one Trainer. Both of you can use Pokémon from your team of six, but each of you can have only one Pokémon on the field at a time.

DOUBLE BATTLE



In a Double Battle, you'll face one Trainer. You can both use Pokémon from your team of six. You will both have two Pokémon on the field at once.

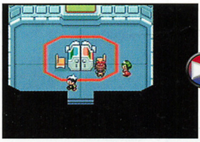
MULTI BATTLE



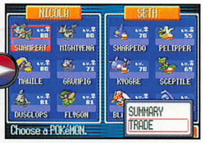
In a Multi Battle, four players separated into two teams battle. Each Trainer brings three Pokémon to the battle but can have only one on the field at a time.

TRADE CENTER

Trading Pokémon lets you get your hands on Pokémon that you don't already have. In addition, traded Pokémon benefit from the trading experience. (Check out page 14 for all the details.) To trade, each player must own a copy of the game and be connected with the proper cables.



Approach the trading machine in the middle of the Trade Center.

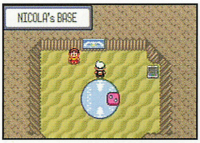


Choose a POKéMON.

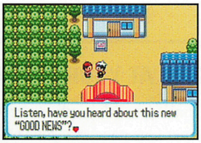
Any items or mail that a traded Pokémon is holding will be transferred during the trade.

RECORD CORNER

Every time you link up with another player at the Pokémon Cable Club Record Corner, both of your games will undergo a number of changes. You'll both appear in each other's game in a variety of settings, and you'll be able to battle each other later on—even when you're no longer linked!



You can enter the other's player's base after sharing records.



Listen, have you heard about this new "GOOD NEWS"?

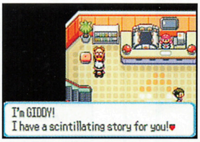
Dewford Town will buzz with new words after a swap.

After Trading Records:

- Some TV shows in your game will reveal how the other player is doing as a Trainer.
- Your friend's Secret Base will show up in your game. After you've entered the Hall of Fame, you'll be able to battle your friend at his or her base—if you can find it.
- You can also battle your friends at the Battle Tower, after you've entered the Hall of Fame.
- If you've both left Pokémon that are holding mail at the Pokémon Day Care, the checked-in Pokémon may trade mail with each other.
- Words that are popular at the other player's Dewford Town will be popular at yours as well.

MAUVILLE MYSTERY GUESTS

After you trade records, the mystery guest that stands on the first floor of Mauville City's Pokémon Center in your game will switch places with the mystery guest in your trading partner's. Each one has a unique ability, and the more you trade them, the more you'll be able to learn from them.



I'm GIDDY!
I have a scintillating story for you!

You'll find the mystery guest on the first floor of the Pokémon Center in Mauville City.

Bard:

The Bard will sing a six-word song and ask you to change one word of his song.

Giddy Guy:

He'll ask you some insightful questions when you meet him.

Hipster:

The Hipster will teach you a word, which is saved in a new part of your vocabulary bank.

Storyteller:

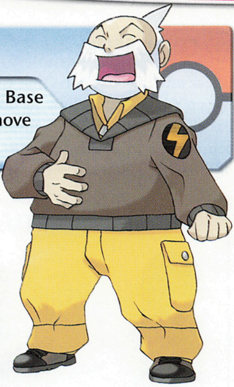
The Storyteller will share information about legendary Trainers.

Trader:

He'll let you and the other player swap Secret Base decorations.

ESTABLISH A SECRET BASE

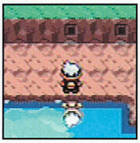
After one of your Pokémon has learned the Secret Power move, you can create a Secret Base somewhere in Hoenn. If you get tired of having your base in one area, you can always move it somewhere else.



WATCH FOR THE SECRET SIGNS

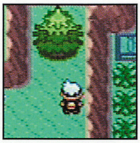
You can identify dozens of potential Secret Base spots by the telltale signs you'll find throughout Hoenn. You can build bases behind rock faces, in trees and inside grass clumps. No two Secret Base layouts are the same, so check out each spot's potential to find the underlying layout you like the most.

In Rock



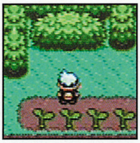
Watch for the indentations that mark rock faces.

Up Trees



A certain kind of evergreen tree marks Secret Bases.

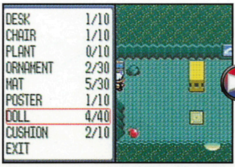
In Grass



Watch for the kind of grass clump that has base potential.

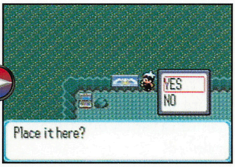
INSIDE YOUR BASE

A Pokémon that has the Secret Power move can open a Secret Base on a spot that has base potential. Once the base has been opened, you can fill the interior with cool furniture and domestic doodads that you can buy and find across Hoenn. When you want to place an item in your base, access your Secret Base PC to unpack your new decoration.



DESK	1/10
CHAIR	1/10
PLANT	0/10
ORNAMENT	2/30
MAT	5/30
POSTER	1/10
DOLL	4/40
CUSHION	2/10
EXIT	

All furniture and decorations are organized by category in your Secret Base PC.



Place it here?

After you choose a specific item, you can move it around the room to see where you'd like to put it.

EIGHT KINDS OF DECORATIONS

There are lots of things to collect for your Secret Base—enough to keep you on the hunt for a long time.

Desks

Dolls

Chairs

Cushions

Potted Plants

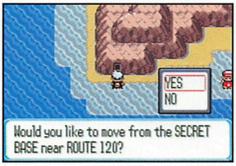
Posters

Mats

Ornaments

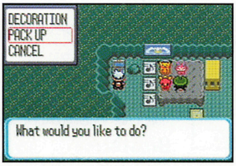
STARTING UP & CLOSING DOWN

Since no two Secret Bases are the same, you should set up your HQ in different places to find one that feels like home. When you open a Secret Base in a new spot, your old base will vanish and all furniture will go back into your PC so you can start over again.



Would you like to move from the SECRET BASE near ROUTE 120?

When you try to start a new Secret Base, you'll be reminded of where your current base is.

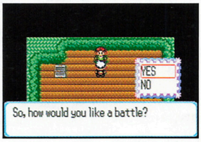


What would you like to do?

You can pack up your current base at any time, even if you haven't selected a new spot yet.

BATTLE AT YOUR FRIEND'S BASE

After you link up with a player at the Pokémon Cable Club Record Corner (see page 25), your base will appear in the other player's game—and vice versa. You'll need to find out where the other player's base is, but it's worth the search. After you've been to the Hall of Fame, you'll also be able to fight the other player when you enter his or her Secret Base.



So, how would you like a battle?

When you battle and beat your friend in his or her Secret Base, you'll score a cash prize.

SHARPEDO fainted!

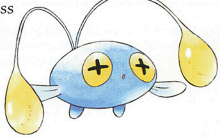
If you lose, you won't forfeit any of your own money—what a deal!

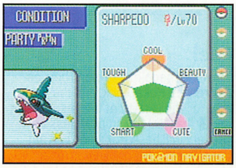
POKéMON CONTESTS

Longtime Pokémon Trainers are old hands at the battle system. But Hoenn Trainers can compete in a second kind of match—the Pokémon Contests, which expose a whole new side of your Pokémon.

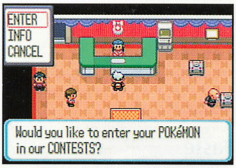
INTENSE NEW CONTESTS

At each Pokémon Contest, you can compete against three Pokémon in five kinds of contests—Cool, Beauty, Cute, Smart and Tough. Each contest type emphasizes certain conditions as well as the Pokémon's luster. Each contest has four ranks—Normal, Super, Hyper and Master—that a Pokémon must pass through on the way to the top.





The Condition meter in your PokéNav indicates how lustrous your Pokémon is by showing how well it shines.



Would you like to enter your POKéMON in our CONTESTS?

You must register for each contest rank at specific locations in Hoenn.

Contest Emphasis

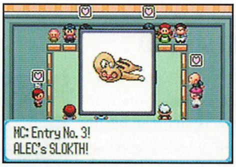
CATEGORY	WHAT MOVES NOT TO USE
COOL CONTEST	BEAUTY & TOUGH MOVES
BEAUTY CONTEST	COOL & CUTE MOVES
CUTE CONTEST	BEAUTY & SMART MOVES
SMART CONTEST	CUTE & TOUGH MOVES
TOUGH CONTEST	COOL & SMART MOVES

Climbing the Circuit

RANK	LOCATION/QUALIFICATION
NORMAL RANK	VERDANTURF CITY/CONTEST PASS
SUPER RANK	FALLARBOR TOWN/NORMAL RANK VICTORY
HYPER RANK	SLATEPORT CITY/SUPER RANK VICTORY
MASTER RANK	LILYCOVE CITY/HYPER RANK VICTORY

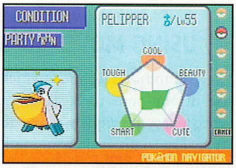
PRIMARY JUDGING

In the first part of judging, the audience evaluates four competing Pokémon. The judge records which Pokémon gets the most applause. The Pokémon with the strongest luster and relevant condition—its Cool condition in a Cool Contest, for instance—will get the best applause, indicated by a number of hearts. Before you subject a Pokémon to judging, create PokéBlocks and feed them to the Pokémon—a three-step process.



MC: Entry No. 3!
ALEC's SLOKTH!

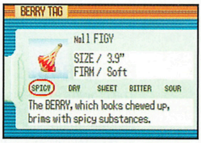
During primary judging, each of the four Pokémon will receive some heartfelt applause from the audience.



The audience applauds the Pokémon whose condition and luster best relate to the current contest.

Step 1: Collect Appropriate Berries

Each of the dozens of berry types you'll find across Hoenn can be Spicy, Dry, Sweet, Bitter or Sour. Since PokéBlocks are made from berries, they'll probably have the same flavors as the berries that went into it. Certain PokéBlock flavors promote growth of specific Pokémon conditions, so you'll want to collect the right berries before you start making PokéBlocks.



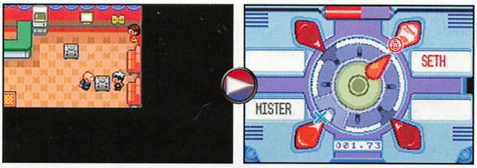
No.11 FIGY
SIZE / 3.9"
FIRM / Soft

The BERRY, which looks chewed up, brims with spicy substances.

Evaluate a berry's flavors before you make a PokéBlock with it. Spicy flavor promotes Cool growth. Bitter flavor develops the Smart condition. Dry flavor ups Beauty. Sour flavor promotes the Tough condition. Sweet flavor increases a Pokémon's Cute condition.

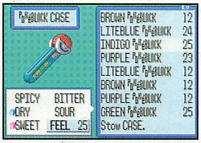
Step 2: Use the Berry Blender

A Berry Blender makes a PokéBlock, and at least two users must operate a Berry Blender. Join game characters or recruit linked players to use the blender. First each user selects a berry. After the blender starts, each player must press A when the pointer points to his or her name. Hitting A at the right time makes the blender accelerate, increasing the PokéBlock's quality level. When the blender stops, each user gets a PokéBlock.



Step 3: Feed PokéBlocks to Pokémon

Dozens of different PokéBlocks can result from blending certain berry combinations. Each PokéBlock will have a specific quality level, feel and taste, depending on how it was blended into being.



PoKéBLOCK CASE

BROWN PoKéBLOCK	12
LITEBLUE PoKéBLOCK	24
INDIGO PoKéBLOCK	25
PURPLE PoKéBLOCK	23
LITEBLUE PoKéBLOCK	12
BROWN PoKéBLOCK	12
PURPLE PoKéBLOCK	12
GREEN PoKéBLOCK	25
Stow CASE.	

SPICY BITTER
DRY SOUR
SWEET FEEL 25

Level

The higher a PokéBlock's quality level is, the more it will increase a Pokémon's conditions.

Taste

A Pokémon will benefit most from eating a PokéBlock with a flavor that it likes.

Feel

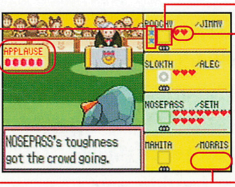
The more people who blend berries to create a PokéBlock, and the greater the variety of berries, the lower (better) the smoothness of the feel will be. A Pokémon can eat PokéBlocks only until it has maximum luster, so if you want to feed it many PokéBlocks, feed it only the smoothest.

TASTE	RAISES	STRONG EFFECT	WEAK EFFECT
SPICY	COOL	ADAMANT, BRAVE, LONELY, NAUGHTY	BOLD, CALM, MODEST, TIMID
SOUR	TOUGH	BOLD, IMPISH, LAX, RELAXED	GENTLE, HASTY, LONELY, MILD
DRY	BEAUTY	MILD, MODEST, QUIET, RASH	ADAMANT, CAREFUL, IMPISH, JOLLY
BITTER	SMART	CALM, CAREFUL, GENTLE, SASSY	LAX, NAIVE, NAUGHTY, RASH
SWEET	CUTE	HASTY, JOLLY, NAIVE, TIMID	BRAVE, QUIET, RELAXED, SASSY

A Pokémon with a specific nature will enjoy PokéBlocks with specific flavors more and will benefit more from them than from others. It will dislike PokéBlocks with certain other flavors and won't get much out of eating them.

SECONDARY JUDGING

During each of the five rounds of secondary judging, you'll attempt to make stronger appeals for attention than your competitors do. Each of your battle moves has a different appeal effect in a contest. You'll need to learn how each move can help you get ahead in the appeal system, which has a complex set of rules, icons and statistics.



NOSEPASS's toughness got the crowd going.

A Pokémon's secondary-judging condition rises or falls after appeal moves affect its rating.

The crowd's excitement level, which builds or wanes after every move, influences the judge's score.

Offense/Defense Status:

Jam result pending

Oblivious to jam

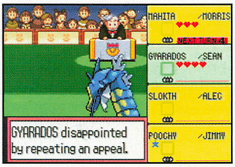
Nervous

During each round, a Pokémon will make one move and earn hearts based on its success. Each move gives its user red Appeal hearts (+10 points each) or strikes others with black Jam hearts (-10 points each)—and sometimes both.

During any turn in a round, a Pokémon's total number of hearts will reflect Appeal and Jam moves made during that round. When no hearts appear, no moves have yet affected the Pokémon.

USING MOVES TO GET AHEAD

Every round, you'll choose which of your four moves to use during your turn. Turn order is based on who scored best previously. Each move is defined by its Appeal strength, its Jam strength and its effect (such as causing disturbance among competitors). In each round you'll want to execute a move that earns you the most red Appeal hearts (+10 points each) while delivering the most Jam hearts (-10 points each) from other competitors. At the end of five rounds, the player with the most hearts wins.



GYARADOS disappointed by repeating an appeal.

If you deliver the same moves in a row, you'll lose points for lack of originality.

Appeal

Deliver a move that wins you the most Appeal hearts.

Disturbance

Or use a move that either reduces hearts or disturbs other Pokémon. A disturbed Pokémon may either lose hearts or be unable to execute its move.

Defense

As a third possibility, use a move that prevents other Pokémon from disturbing your Pokémon.

BONUS POINTS

You can earn bonus Appeal hearts by satisfying specific conditions during secondary judging. To earn the bonus, you'll need to think about how moves made during one round will affect moves in following rounds. In the higher-ranked contests, you will need to master how to get all of the bonus points to beat your opponents.

Excite Bonus

The crowd's excitement will build to a maximum of five degrees before starting over at zero. If crowd excitement reaches the maximum on your turn, you'll earn six hearts (60 points).

Type Bonus

Every Appeal move has a specific condition. Use one that matches the contest condition to excite the crowd and earn an extra heart.

Combo Bonus

Many moves work in tandem with a move executed on the next turn, which earns an extra combo bonus. One way to earn the bonus is to Rain Dance in one round, then Bubble in the next.

Condition Bonus

You can raise your secondary-judging condition by one star with some moves. For every star you have each round, you'll earn a heart (10 points).

Move Effects on Excitement

CATEGORY	MOVE TYPE & EFFECT
COOL CONTEST	COOL +1, CUTE & SMART -1
BEAUTY CONTEST	BEAUTY +1, SMART & TOUGH -1
CUTE CONTEST	CUTE +1, COOL & TOUGH -1
SMART CONTEST	SMART +1, COOL & BEAUTY -1
TOUGH CONTEST	TOUGH +1, BEAUTY & CUTE -1

WALK-THROUGH

GAME PLAY CHECKLIST

The game play checklist is designed to outline a straight path to the Pokémon League—the many side quests you can participate in do not appear on the list. Check the walk-through section for every side quest detail, including those you do after you become the Pokémon League Champion.

☑ Check off events as you finish them.

☐ Set the clock in your room in Littleroot Town (page 33).

☐ Rescue Prof. Birch on Route 101 (page 33).

☐ Receive your first Pokémon from Prof. Birch in Littleroot Town (page 33).

☐ Battle your rival for the first time on Route 103 (page 34).

☐ Receive the Pokédex from Prof. Birch and five Poké Balls from your rival in Littleroot Town (page 33).

☐ Receive the Running Shoes from your mom in Littleroot Town (page 33).

☐ Meet Wally at the Pokémon Gym in Petalburg City and help him catch a Pokémon (page 36).

☐ Battle the Team Aqua or Team Magma Grunt who is trying to steal the Devon Goods in Petalburg Woods on Route 104 (page 37).

☐ Receive HM 01 (Cut) at Cutter's House in Rustboro City (page 38).

☐ Defeat Gym Leader Roxanne in Rustboro City to receive the Stone Badge and TM 39 (Rock Tomb) (page 39).

☐ Discover that the Devon Goods have been stolen in Rustboro City (page 39).

☐ Defeat the Team Aqua or Team Magma thief in the Rusturf Tunnel on Route 116 to retrieve the Devon Goods and rescue Mr. Briney's Pokémon, Peeko (page 40).

☐ Give the Devon Goods back to the Devon staff member in Rustboro City (page 39).

☐ Talk to Mr. Stone at the Devon Corporation in Rustboro City to receive the Devon Goods, a Letter to Steven and the Pokémon Navigator (page 39).

☐ Board Mr. Briney's ship on Route 104 and sail to Dewford Town (page 37, page 42).

☐ Defeat Gym Leader Brawly in Dewford Town to receive the Knuckle Badge and TM 08 (Bulk Up) (page 42).

☐ Receive HM 05 (Flash) from the hiker in Granite Cave on Route 106 (page 43).

☐ Give Steven the Letter in Granite Cave on Route 106 to receive TM 47 (Steel Wing) (page 43).

☐ Board Mr. Briney's ship in Dewford Town and sail to Slateport City (page 42, page 46).

☐ Visit Captain Stern's shipyard in Slateport City and talk to Dock about delivering the Devon Goods (page 46).

☐ Take the Devon Goods to Capt. Stern at the Oceanic Museum in Slateport City (page 46).

☐ Battle your rival for the second time on Route 110 to receive the Itemfinder (page 48).

☐ Receive the Mach Bike or the Acro Bike at Rydel's Cycles in Mauville City (page 51).

☐ Receive HM 06 (Rock Smash) at the lower-right house in Mauville City (page 51).

☐ Defeat Wally in front of the Pokémon Gym in Mauville City (page 51).

☐ Defeat Gym Leader Wattson in Mauville City to receive the Dynamo Badge and TM 34 (Shock Wave) (page 51).

☐ Meet Wally again at Wanda's house in Verdanturf Town (page 53).

☐ Use Rock Smash to open the Rusturf Tunnel near Verdanturf Town and receive HM 04 (Strength) (pages 53 & 40).

☐ Talk to Mr. Stone in Rustboro City to receive the Exp. Share item (page 39).

☐ Find Team Aqua or Team Magma Grunts blocking off the Mt. Chimney cable car station on Route 112 and learn that their team members went to Fallarbor Town (page 55).

☐ Receive TM 43 (Secret Power) from a boy standing in front of a large tree on Route 111 (page 55).

☐ Visit Professor Cozmo's lab in Fallarbor Town and talk to his assistant to learn that he's gone to Meteor Falls with Team Aqua or Team Magma (page 58).

☐ Witness Team Aqua or Team Magma stealing the Meteorite in Meteor Falls. The Mt. Chimney cable car reopens (page 59).

☐ Chase Team Aqua or Team Magma to Mt. Chimney's summit (page 61).

☐ Defeat the Team Aqua or Team Magma leader at Mt. Chimney to retrieve the Meteorite (page 61).

☐ Defeat Gym Leader Flannery in Lavaridge Town to receive the Heat Badge and TM 50 (Overheat) (page 63).

☐ Receive the Go-Goggles from your rival in Lavaridge Town (page 63).

☐ Return to Petalburg City and defeat your dad, Gym Leader Norman, to receive the Balance Badge and TM 42 (Facade) (page 36).

☐ Talk to Wally's parents in Petalburg City to get HM 03 (Surf) (page 36).

☐ Receive the Amulet Coin from your mom in Littleroot Town (page 33).

☐ Meet Steven again on Route 118 (page 64).

☐ Defeat Team Aqua or Team Magma at the Weather Institute on Route 119 to receive Castform from the professor (page 66).

☐ Battle your rival for the third time on Route 119 to receive HM 02 (Fly) (page 65).

or

☐ Receive the Devon Scope from Steven on Route 120 (page 68).

☐ Defeat Gym Leader Winona in Fortree City to receive the Feather Badge and TM 40 (Aerial Ace) (page 67).

☐ Witness Team Aqua or Team Magma running off to Mt. Pyre on Route 121 (page 69).

☐ Battle your rival for the fourth and final times in Lilycove City to gain access to the department store (page 74).

or

☐ Witness Team Aqua or Team Magma stealing the Blue Orb or the Red Orb from atop Mt. Pyre. Receive the Blue Orb or the Red Orb and learn that Team Magma or Team Aqua is headed to Slateport City (page 72).

☐ Talk to Captain Stern in Slateport City to witness Team Aqua or Team Magma stealing the submarine (page 47).

☐ Enter the Team Aqua or Team Magma Hideout northeast of Lilycove City and defeat the Admin to witness the submarine leaving the hideout (page 76).

☐ Receive HM 08 (Dive) from Steven in Mossdeep City (page 80).

☐ Defeat Gym Leaders Tate and Liza in Mossdeep City to receive the Mind Badge and TM 04 (Calm Mind) (page 81).

☐ Find the submarine docked at the Seafloor Cavern on Route 128 (page 85).

☐ Find Groudon or Kyogre in the Seafloor Cavern and battle the Team Aqua leader or the Team Magma leader for the final time (page 87).

☐ Meet Wallace in Sootopolis City and enter the Cave of Origin (page 89, page 90).

☐ Find HM 07 (Waterfall) in the Cave of Origin (page 91).

☐ Battle and catch Groudon or Kyogre in the Cave of Origin and return the weather to normal (page 91).

☐ Defeat Gym Leader Wallace in Sootopolis City to receive the Rain Badge and TM 03 (Water Pulse) (page 90).

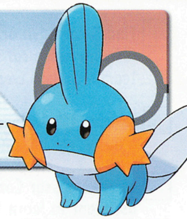
☐ Meet the Team Aqua or Team Magma leader at the Mt. Pyre shrine to receive the Blue or Red Orb. Return the orb to the shrine to restore balance to Hoenn (page 72).

☐ Defeat Wally on Victory Road in Ever Grande City (page 97).

☐ Defeat the Elite Four and the current Pokémon League Champion in Ever Grande City to become the new Champion (pages 98-99).

WALK-THROUGH KEY

We'll guide all you aspiring Pokémon Trainers through every step of your journey to become the Pokémon League Champion. Every map, item location and battle strategy is at your fingertips! Consult the key below for a detailed explanation of each walk-through section and tips on using the walk-through to its fullest. Pack up your bags and get ready for the biggest Pokémon adventure yet!



REGION MAP

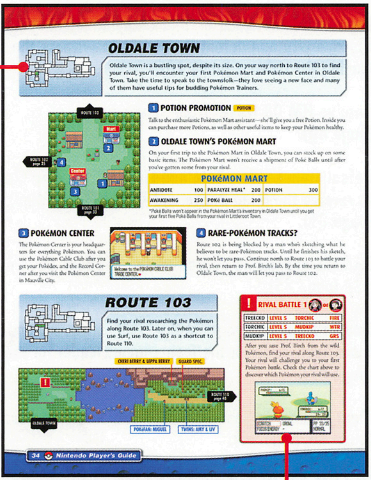
The region map highlights your location in Hoenn. Green squares mark towns, cities and routes. Red circles mark caves and islands.

GYM LEADER

Gym Leader boxes present details and strategy for defeating each Pokémon Gym Leader. They also contain maps of the Pokémon Gym's interior.

POKéMON TYPES

BUG	BUG
DARK	DRK
DRAGON	DRG
ELECTRIC	ELC
FIGHTING	FTG
FIRE	FIRE
FLYING	FLY
GHOST	GHO
GRASS	GRS
GROUND	GRD
ICE	ICE
NORMAL	NRM
POISON	PSN
PSYCHIC	PSY
ROCK	RCK
STEEL	STL
WATER	WTR



OLDALE TOWN

Oldale Town is a bustling spot, despite its size. On your way north to Route 103 to find your rival, you'll encounter your first Pokémon Mart and Pokémon Center in Oldale Town. Take the time to speak to the townsfolk—they love seeing a new face and many of them have useful tips for budding Pokémon Trainers.

1 POTION PROMOTION POTION

Talk to the enthusiastic Pokémon Mart assistant—she'll give you a free Potion. Inside you can purchase more Potions, as well as other useful items to keep your Pokémon healthy.

2 OLDALE TOWN'S POKéMON MART

On your first trip to the Pokémon Mart in Oldale Town, you can stock up on some basic items. The Pokémon Mart won't receive a shipment of Poké Balls until after you've gotten some from your rival.

POKéMON MART					
ANTIDOTE	100	PARALYZE HEAL*	200	POTION	300
AWAKENING	250	POKé BALL	200		

*Poké Balls won't appear in the Pokémon Mart's inventory in Oldale Town until you get your first five Poké Balls from your rival in Littleroot Town.

3 POKéMON CENTER

The Pokémon Center is your headquarters for everything Pokémon. You can use the Pokémon Cable Club after you get your Pokédex, and the Record Corner after you visit the Pokémon Center in Mauville City.

4 RARE-POKéMON TRACKS?

Route 102 is being blocked by a man who's sketching what he believes to be rare-Pokémon tracks. Until he finishes his sketch, he won't let you pass. Continue north to Route 103 to battle your rival, then return to Prof. Birch's lab. By the time you return to Oldale Town, the man will let you pass to Route 102.

ROUTE 103

Find your rival researching the Pokémon along Route 103. Later on, when you can use Surf, use Route 103 as a shortcut to Route 110.

! RIVAL BATTLE 1 or

TREECKO	LEVEL 5	TORCHIC	FIRE
TORCHIC	LEVEL 5	MUDKIP	WTR
MUDKIP	LEVEL 5	TREECKO	GRS

After you save Prof. Birch from the wild Pokémon, find your rival along Route 103. Your rival will challenge you to your first Pokémon battle. Check the chart above to discover which Pokémon your rival will use.

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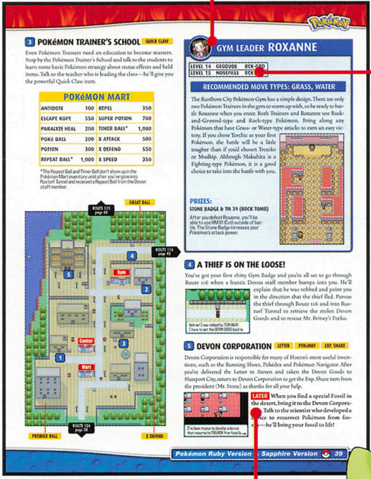


3 POKéMON TRAINER'S SCHOOL QUICK CLAW

Even Pokémon Trainers need an education to become masters. Stop by the Pokémon Trainer's School and talk to the students to learn some basic Pokémon strategy about status effects and held items. Talk to the teacher who is leading the class—he'll give you the powerful Quick Claw item.

POKéMON MART			
ANTIDOTE	100	REPEL	350
ESCAPE ROPE	550	SUPER POTION	700
PARALYZE HEAL	200	TIMER BALL*	1,000
POKé BALL	200	X ATTACK	500
POTION	300	X DEFEND	550
REPEAT BALL*	1,000	X SPEED	350

*The Repeat Ball and Timer Ball don't show up in the Pokémon Mart inventory until after you've gone into Rustorf Tunnel and received a Repeat Ball from the Devon staff member.

GYM LEADER ROXANNE

LEVEL 14	GEODUDE	RCK-GRD
LEVEL 15	NOSEPASS	RCK

RECOMMENDED MOVE TYPES: GRASS, WATER

The Rustboro City Pokémon Gym has a simple design. There are only two Pokémon Trainers in the gym to warm up with, so be ready to battle Roxanne when you enter. Both Trainers and Roxanne use Rock-and-Ground-type and Rock-type Pokémon. Bring along any Pokémon that have Grass- or Water-type attacks to earn an easy victory. If you chose Torchic as your first Pokémon, the battle will be a little tougher than if you'd chosen Treecko or Mudkip. Although Makuhita is a Fighting-type Pokémon, it is a good choice to take into the battle with you.

PRIZES:
STONE BADGE & TM 39 (ROCK TOMB)

After you defeat Roxanne, you'll be able to use HM 01 (Cut) outside of battle. The Stone Badge increases your Pokémon's attack power.

4 A THIEF IS ON THE LOOSE!

You've got your first shiny Gym Badge and you're all set to go through Route 116 when a frantic Devon staff member bumps into you. He'll explain that he was robbed and point you in the direction that the thief fled. Pursue the thief through Route 116 and into Rusturf Tunnel to retrieve the stolen Devon Goods and to rescue Mr. Briney's Peeko.

5 DEVON CORPORATION LETTER POKéNAV EXP. SHARE

Devon Corporation is responsible for many of Hoenn's most useful inventions, such as the Running Shoes, Pokédex and Pokémon Navigator. After you've delivered the Letter to Steven and taken the Devon Goods to Slateport City, return to Devon Corporation to get the Exp. Share item from the president (Mr. Stone) as thanks for all your help.

LATER When you find a special Fossil in the desert, bring it to the Devon Corporation. Talk to the scientist who developed a device to resurrect Pokémon from fossils—he'll bring your fossil to life!

Pokémon Ruby Version & Sapphire Version 39

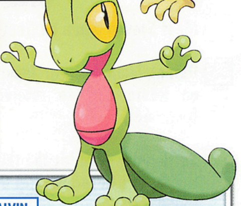
GREAT BALL
ROUTE 115 page 60
ROUTE 116 page 40
Gym
Center
Mart
ROUTE 104 page 38
PREMIER BALL
X DEFEND

RIVAL BATTLES

You'll encounter and battle your friendly rival several times throughout the game. Your rival's first Pokémon will change depending on which Pokémon you choose.

LATER

Sometimes you'll need to return to an area later to receive a useful item or to trigger an event. Look for the red "Later" labels that indicate those instances.



MAP KEY

ROUTE 102 page 35

Black arrows point to adjacent areas not shown on the map.

Center	Pokémon Center
Gym	Pokémon Gym
Mart	Pokémon Mart
Contest	Pokémon Contest Hall

A

Letters in black circles indicate connections between two maps. If the connecting map is not on the same page of the guide, the page number is listed.

GUARD SPEC.

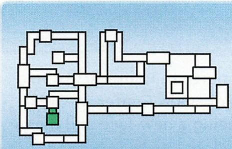
Yellow labels mark item locations. You can find items or get them from people.

YOUNGSTER: CALVIN

Blue-and-white labels indicate Pokémon Trainers that you can return to later to battle more than once. Check the PokéNav's "Trainer's Eyes" feature.

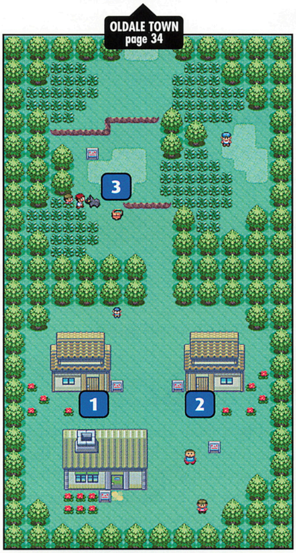
!

The red-and-white exclamation point label indicates where you'll encounter and battle your rival. Brief battle strategy follows the symbol.



LITTLEROOT TOWN & ROUTE 101

Your family's move to Hoenn is complete. The journey was long, but Littleroot Town's peaceful atmosphere is welcoming—and you're closer to your dad's Pokémon Gym in Petalburg City. Your neighbors are friendly and will play important roles in your adventure. Unpack, settle in and explore your neighborhood!



Numbers 1 and 2 on this map indicate your home and Prof. Birch's home when you choose the boy as your main character. If you choose the girl, switch numbers 1 and 2.

1 YOUR NEW HOME

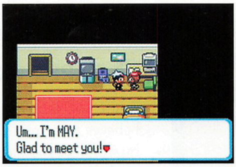
POTION **RUNNING SHOES** **AMULET COIN** **S.S. TICKET**

The Pokémon movers hustle and bustle about, unloading the last of your belongings. Moving is so exciting! Talk to your mom, then go upstairs and set your clock as she's requested. Turn on your PC and log into the Item Storage area to withdraw a Potion. Visit home when you can—each time to talk to your mom, she'll refresh your Pokémon for you.

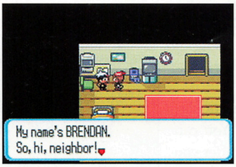
LATER **If you speak to your mom after getting the Pokédex, she'll give you the Running Shoes. Speak to her again after defeating your dad, Norman, to get the Amulet Coin. Return home after you become the Pokémon League Champion to get the S.S. Ticket from your dad.**

2 FRIENDLY NEIGHBORHOOD RIVALRY

Your rival and neighbor will be the opposite gender from your character. Stop by and introduce yourself once you've settled in!



Um... I'm MAY.
Glad to meet you!



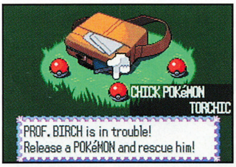
My name's BRENDAN.
So, hi, neighbor!

There are two houses of identical design in Littleroot Town. Your neighbor has heard a lot about you from conversations with your dad and he or she is anxious to meet you.

3 SAVE PROF. BIRCH

POKéDEX **POKé BALL x5**

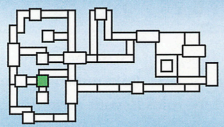
After you've met your neighbor (May or Brendan), walk north to Route 101. Prof. Birch was out doing some field study when a wild Pokémon attacked him. He needs help! Choose one of the three Pokémon inside Prof. Birch's satchel to battle the wild Pokémon. The Pokémon you choose will become your first Pokémon, so choose carefully.



CHICK POKéMON
TORCHIC

PROF. BIRCH is in trouble!
Release a POKéMON and rescue him!

LATER **After you defeat your rival on Route 103, return to Prof. Birch's lab in Littleroot Town. Prof. Birch will give you his Pokédex and your rival will give you your first five Poké Balls.**



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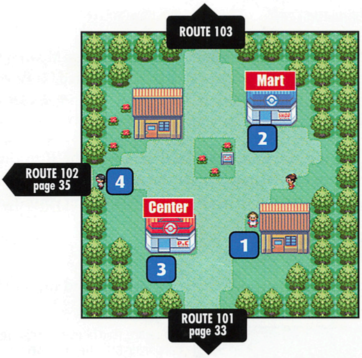

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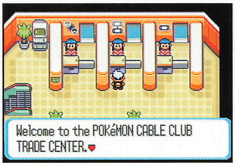
3 POKéMON CENTER

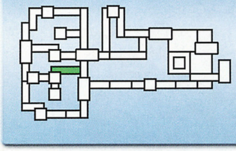
The Pokémon Center is your headquarters for everything Pokémon. You can use the Pokémon Cable Club after you get your Pokédex, and the Record Corner after you visit the Pokémon Center in Mauville City.



Welcome to the POKéMON CABLE CLUB TRADE CENTER.♥

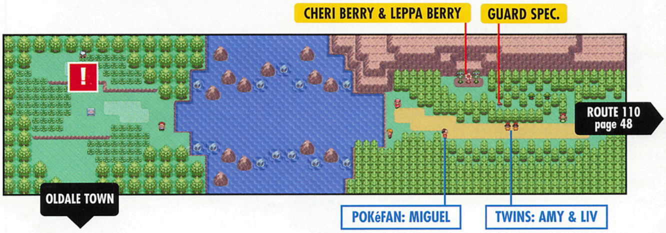
4 RARE-POKéMON TRACKS?

Route 102 is being blocked by a man who's sketching what he believes to be rare-Pokémon tracks. Until he finishes his sketch, he won't let you pass. Continue north to Route 103 to battle your rival, then return to Prof. Birch's lab. By the time you return to Oldale Town, the man will let you pass to Route 102.



ROUTE 103

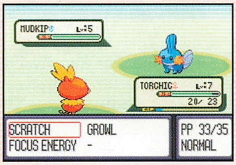
Find your rival researching the Pokémon along Route 103. Later on, when you can use Surf, use Route 103 as a shortcut to Route 110.



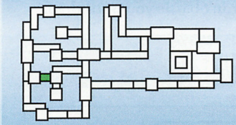
! RIVAL BATTLE 1 or

TREECKO	LEVEL 5	TORCHIC	FIRE
TORCHIC	LEVEL 5	MUDKIP	WTR
MUDKIP	LEVEL 5	TREECKO	GRS

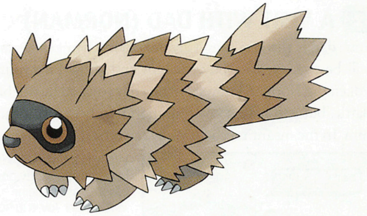
After you save Prof. Birch from the wild Pokémon, find your rival along Route 103. Your rival will challenge you to your first Pokémon battle. Check the chart above to discover which Pokémon your rival will use.

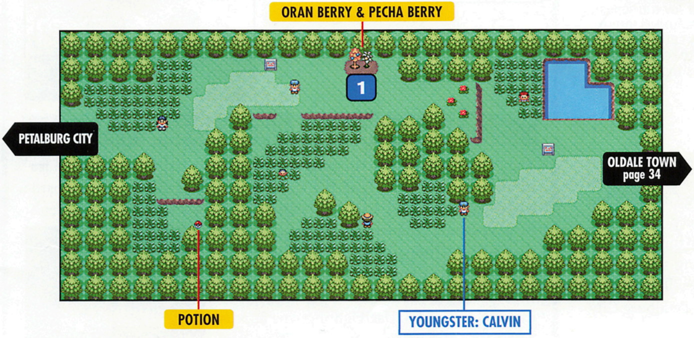


ROUTE 102



There are four Pokémon Trainers along Route 102. Catch a wild Zigzagoon—with its Pickup ability, Zigzagoon may find items during your battles.

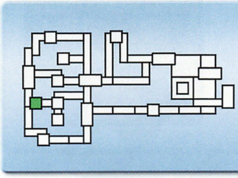




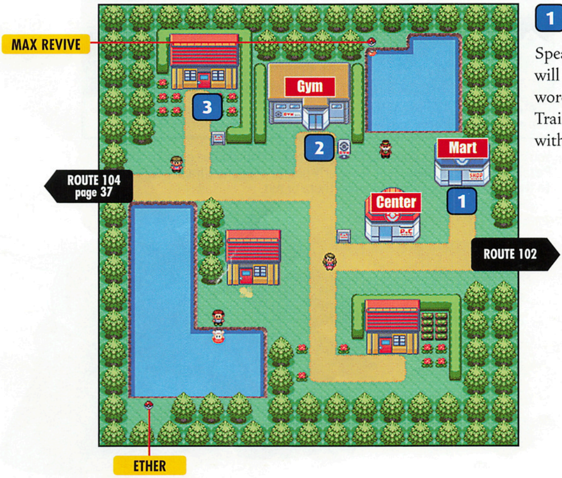
1 BERRY TREES

An Oran Berry tree and a Pecha Berry tree grow in the loamy soil along Route 102. Pick the berries, but don't forget to replant one of each so the trees will regrow. That way, you can come back and harvest more later.

PETALBURG CITY



Petalburg City is the first place you'll encounter a Pokémon Gym, and coincidentally it's your dad's gym. Stock up on supplies at the Pokémon Mart and visit Norman (your dad) inside the Petalburg City Pokémon Gym. One day you'll have to battle your powerful dad, but that's a long time off.



1 POKéMON TRAINER PROFILES

Speak to the man standing near the PC in the Pokémon Center. He will ask to see your Pokémon Trainer profile. By combining four words or phrases, you can customize the profile on your Pokémon Trainer card. You can change your profile at any time by speaking with the same fellow, but you'll have to show it to him again.

Trainer Card Color Upgrades

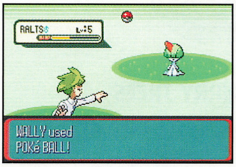
BRONZE COPPER SILVER GOLD

Your card's color will rise in rank—first to bronze, finally to gold—to reflect the number of the accomplishments noted below that you've achieved. You can complete them in any order. However, you won't be able to complete your Pokédex or enter the Battle Tower until you've become the Pokémon League Champion.

- **Become the Pokémon League Champion.**
- **Complete your Pokédex.**
- **Beat 50 Pokémon Trainers in the Battle Tower.**
- **Win one ribbon in all five of the Master Rank Pokémon Contests to become the champ.**

2 A VISIT WITH DAD (NORMAN)

Your dad is the Petalburg City Pokémon Gym Leader, and he will be overjoyed if you visit him and show him your new Pokémon. Norman knows that one day you and he will have to battle, but you have some training to do before you can face him. In the meantime, help Wally catch his first Pokémon.



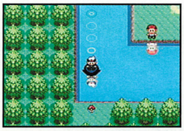
WALLY used POKé BALL!

Wally is a timid but kind-hearted and sickly boy. His parents are sending him to Verdanturf Town in hopes that his health will return. Help Wally catch a wild Pokémon to keep him company on his trip.

3 VISIT WALLY'S PARENTS HM 03 (SURF)

Wally lives on the western edge of Petalburg City with his parents. Wally's parents obviously care deeply for their son and are very appreciative when you help him catch his first Pokémon. They may not have anything to give you but their heartfelt thanks right away, but they'll remember your kindness to Wally when you return to Petalburg City later on.

LATER **After you beat Norman, visit Wally's parents—they'll give you HM 03 (Surf). After you teach one of your Pokémon Surf, you'll be able to reach two items in Petalburg City.**



Many items are out of reach, across a small pond or stream, until you can use Surf outside of battle. Always use Surf around the water in towns and cities and on routes to search for hidden items. You'll find some rare items, such as Rare Candies and stones. You can use Surf outside of battle after you've gotten the fifth Gym Badge in Petalburg City.

POKéMON MART

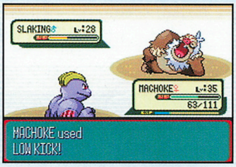
ANTIDOTE	100	POTION	300
AWAKENING	250	REPEL	350
ESCAPE ROPE	550	SUPER POTION*	700
GREAT BALL*	600	X ATTACK	500
ORANGE MAIL	50	X DEFEND	550
PARALYZE HEAL	200	X SPEED	350
POKé BALL	200		

*After you've earned the first four Gym Badges, return to the Petalburg Pokémon Mart to buy newly stocked items.

LATER **After you win the first four Gym Badges, return to Petalburg City to challenge your dad for the fifth badge. He won't battle you until then.**

GYM LEADER NORMAN

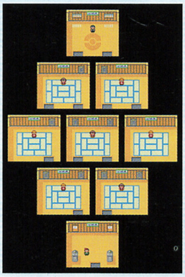
LEVEL 28	SLAKING	NRM
LEVEL 30	VIGOROTH	NRM
LEVEL 31	SLAKING	NRM



MACHOKE used LOW KICK!

RECOMMENDED MOVE TYPES: FIGHTING

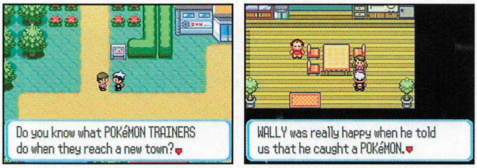
The Petalburg City Gym contains seven Pokémon Trainer rooms, each featuring a battle aspect. Read the sign on each door to learn which battle aspect you'll be facing. Each Trainer uses an ability-enhancing item. Defeat each Pokémon Trainer, then open the final door to face Norman. Your dad specializes in training and battling with Normal-type Pokémon. Watch out for the move Facade—it's extremely powerful. Use Fighting-type attacks and moves such as Sing, Attract or Sleep Powder, which will put his Pokémon temporarily out of commission.



PRIZES:

BALANCE BADGE & TM 42 (FACADE)

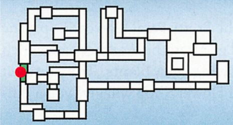
After you defeat Norman, you'll be able to use Surf outside of battle. With the Balance Badge, your Pokémon's defensive power is increased.



Do you know what POKéMON TRAINERS do when they reach a new town?

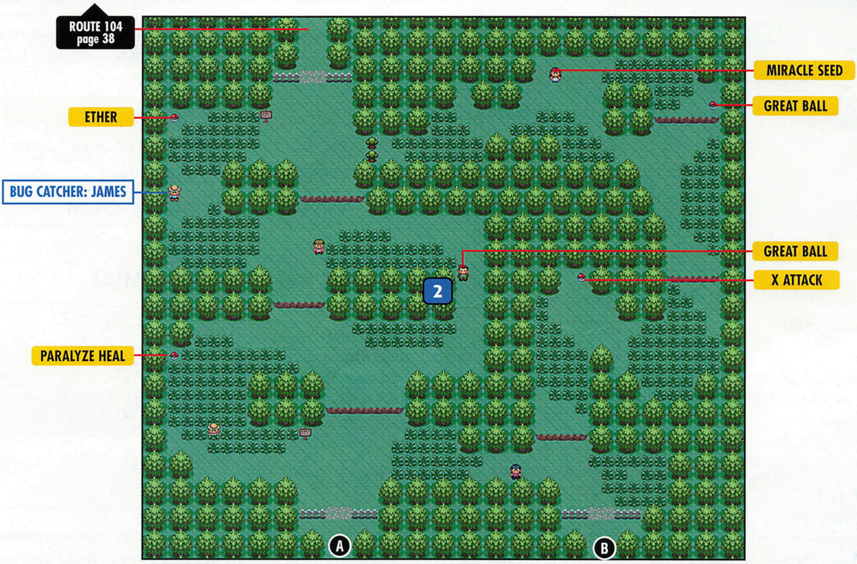
WALLY was really happy when he told us that he caught a POKéMON.

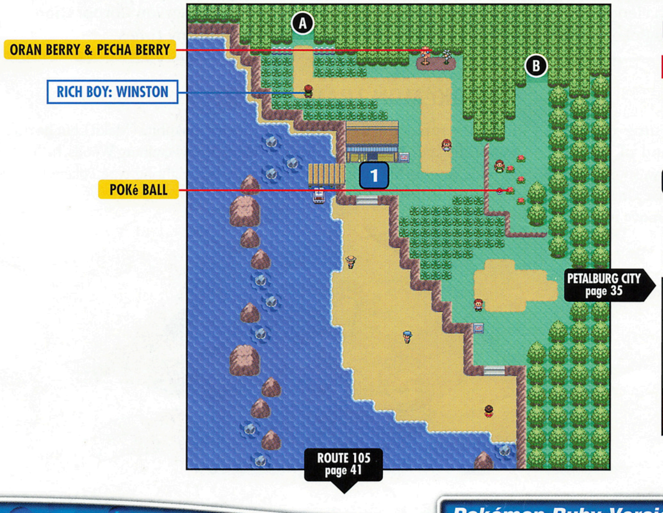
You can't visit Wally's house or enter Route 104 until you've gone to the Petalburg City Pokémon Gym. An overly helpful Pokémon Trainer will drag you to the gym whether you want to go there or not.



PETALBURG WOODS & ROUTE 104

Route 104 and Petalburg Woods are crawling with eager Pokémon Trainers and new Pokémon, so whip out some Poké Balls and get your Pokémon ready for some battle action! After you get HM 01 (Cut) in Rustboro City and defeat Gym Leader Roxanne, you can remove the thin trees that block your way to the right half of Petalburg Woods.


ROUTE 104
page 38
MIRACLE SEED
GREAT BALL
ETHER
BUG CATCHER: JAMES
GREAT BALL
X ATTACK
2
PARALYZE HEAL
A
B


A
ORAN BERRY & PECHA BERRY
B
RICH BOY: WINSTON
1
POKé BALL
PETALBURG CITY
page 35
ROUTE 105
page 41

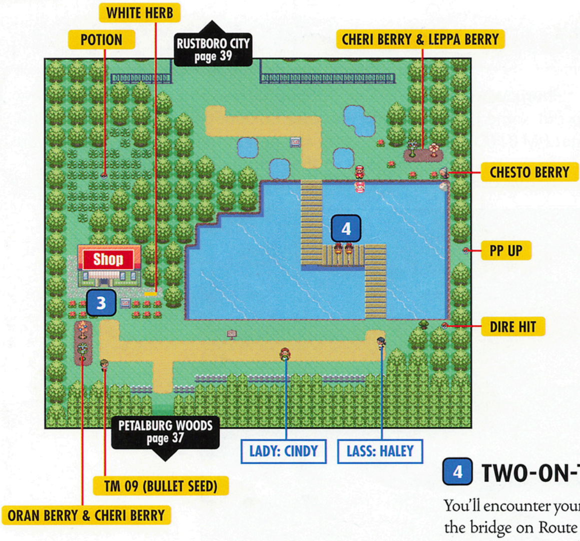
1 MR. BRINEY'S COTTAGE

LATER After you help Mr. Briney save Peeko, you'll be able to hitch a ride on Mr. Briney's ship to Dewford Town and Slateport City.

2 TEAM AQUA OR MAGMA

In Petalburg Woods, you'll meet up with and battle a Team Magma Grunt in Ruby Version, and a Team Aqua Grunt in Sapphire Version.

TEAM MAGMA GRUNT
would like to battle!



3 FLOWER SHOP **WAILMER PAIL** **BERRY (RANDOM)**

Learn about berries at the Pretty Petal Flower Shop. One of the sisters inside will give you the Wailmer Pail, which you can use to water growing berry plants. The youngest sister in the Pretty Petal Flower Shop will give you a random berry once per day.

LATER **After you get the Dynamo Badge in Mauville City, a woman standing outside the Pretty Petal Flower Shop will give you the White Herb. You'll be able to visit the Pretty Petal Flower Shop to buy decorative plants.**

SHOP			
BIG PLANT	5,000	PRETTY FLOWER	3,000
COLORFUL PLANT	5,000	RED PLANT	3,000
GORGEOUS PLANT	5,000	TROPICAL PLANT	3,000

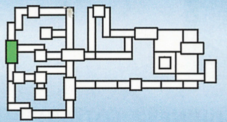
4 TWO-ON-TWO BATTLE (GINA & MIA)

You'll encounter your first Pokémon Trainer team on the bridge on Route 104. Arrange your Pokémon so the two you want to battle are the one on the left and the first one on the right. Talk to twins Gina and Mia to engage in your first two-on-two battle. Learn from the experience—there will be more battles like it.

LOTAD L:8
SEEDOT L:8
TORCHIC L:10
TAILLOW L:9

Go! TORCHIC and TAILLOW!

RUSTBORO CITY



The towering buildings and lamplit streets of Rustboro City create quite a scene. Rustboro City is the largest city you've visited yet and the setting of your first Pokémon Gym challenge. It's also home to unique establishments such as the Devon Corporation and the Pokémon Trainer's School. You'll return to Rustboro City many times.

1 CUTTER'S HOUSE **HM 01 (CUT)**

When Rustboro City was expanding, Mr. Cutter used his Pokémon and HM 01 (Cut) to clear the land of trees to make room for buildings. His work is over now, so he wants you to have his HM 01. You won't be able to use Cut outside of battle yet, but it's a powerful Normal-type move in battle.

After you've defeated Gym Leader Roxanne in Rustboro City, you can use HM 01 (Cut) outside of battle. Cut down thin trees that block hidden paths.

2 POKéMON TRADE **X ATTACK**

Elyssa is very proud of the nickname he gave his Makuhita (Makit), but he really wants a Slakoth. If you bring Elyssa a Slakoth from Petalburg Woods, he'll offer to trade you his Makuhita for it. Makuhita is a Fighting-type Pokémon, and Elyssa's is holding an X Attack item.

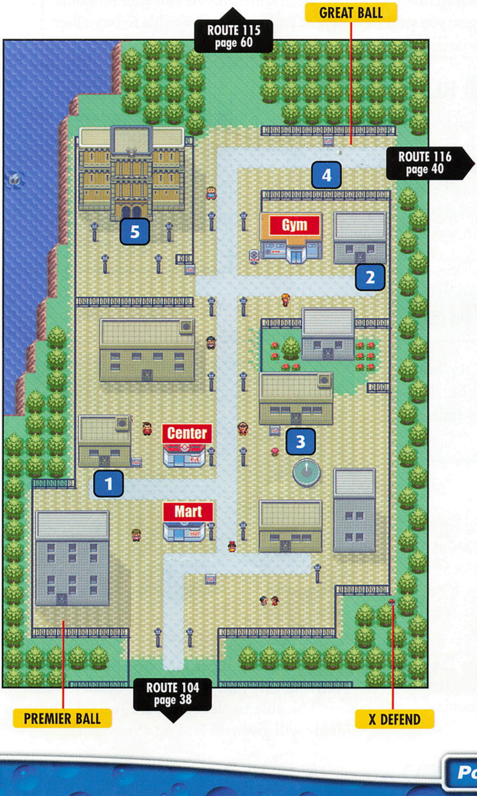
3 POKéMON TRAINER'S SCHOOL **QUICK CLAW**

Even Pokémon Trainers need an education to become masters. Stop by the Pokémon Trainer's School and talk to the students to learn some basic Pokémon strategy about status effects and held items. Talk to the teacher who is leading the class—he'll give you the powerful Quick Claw item.

POKéMON MART

ANTIDOTE	100	REPEL	350
ESCAPE ROPE	550	SUPER POTION	700
PARALYZE HEAL	200	TIMER BALL*	1,000
POKé BALL	200	X ATTACK	500
POTION	300	X DEFEND	550
REPEAT BALL*	1,000	X SPEED	350

*The Repeat Ball and Timer Ball don't show up in the Pokémon Mart inventory until after you've gone into Rusturf Tunnel and received a Repeat Ball from the Devon staff member.

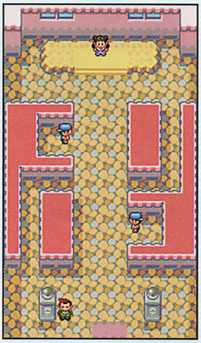


GYM LEADER ROXANNE

LEVEL 14	GEODUDE	RCK-GRD
LEVEL 15	NOSEPASS	RCK

RECOMMENDED MOVE TYPES: GRASS, WATER

The Rustboro City Pokémon Gym has a simple design. There are only two Pokémon Trainers in the gym to warm up with, so be ready to battle Roxanne when you enter. Both Trainers and Roxanne use Rock-and-Ground-type and Rock-type Pokémon. Bring along any Pokémon that have Grass- or Water-type attacks to earn an easy victory. If you chose Torchic as your first Pokémon, the battle will be a little tougher than if you'd chosen Treecko or Mudkip. Although Makuhita is a Fighting-type Pokémon, it is a good choice to take into the battle with you.



PRIZES:

STONE BADGE & TM 39 (ROCK TOMB)

After you defeat Roxanne, you'll be able to use HM 01 (Cut) outside of battle. The Stone Badge increases your Pokémon's attack power.

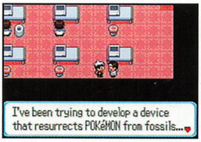
4 A THIEF IS ON THE LOOSE!

You've got your first shiny Gym Badge and you're all set to go through Route 116 when a frantic Devon staff member bumps into you. He'll explain that he was robbed and point you in the direction that the thief fled. Pursue the thief through Route 116 and into Rusturf Tunnel to retrieve the stolen Devon Goods and to rescue Mr. Briney's Peeko.

Help me! I was robbed by TEAM AQUA!
I have to get the DEVON GOODS back!

5 DEVON CORPORATION **LETTER** **POKéNAV** **EXP. SHARE**

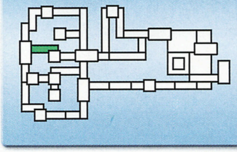
Devon Corporation is responsible for many of Hoenn's most useful inventions, such as the Running Shoes, Pokédex and Pokémon Navigator. After you've delivered the Letter to Steven and taken the Devon Goods to Slateport City, return to Devon Corporation to get the Exp. Share item from the president (Mr. Stone) as thanks for all your help.



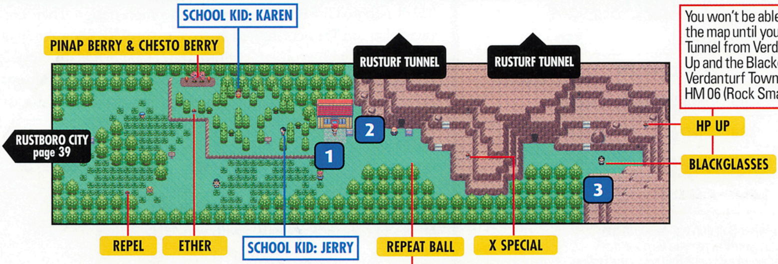
I've been trying to develop a device
that resurrects POKéMON from fossils...

LATER When you find a special Fossil in the desert, bring it to the Devon Corporation. Talk to the scientist who developed a device to resurrect Pokémon from fossils—he'll bring your fossil to life!

ROUTE 116



Route 116 links Rustboro City and Rusturf Tunnel. There are many new Pokémon to find—some of which are only on Route 116 (such as Skitty and Nincada), so take the time to search. Keep an eye out for eager Pokémon Trainers who want to battle and for helpful items in Poké Balls lying in the grass.



You won't be able to reach the right side of the map until you can go through Rusturf Tunnel from Verdanturf Town. Collect the HP Up and the Blackglasses from the Verdanturf Town entrance. You won't need HM 06 (Rock Smash) to get them.

LATER Go through Rusturf Tunnel from Verdanturf Town and talk to the Devon staff member who's standing outside the entrance on Route 116. He'll give you your first Repeat Ball, and you'll be able to buy other Repeat Balls.

1 TUNNELER'S REST HOUSE

During excavation of Rusturf Tunnel, the tunnelers would rest in a small house on Route 116. Since the tunnel project was canceled to protect the wild Pokémon inside, the tunnelers have nothing to do. Talk to the man standing outside the tunnel. He'll tell you he saw a strange man run into Rusturf Tunnel.

2 SAVE POOR PEEKO!

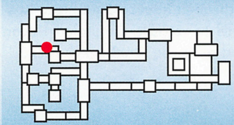
A distraught, elderly man (Mr. Briney) will tell you a story near Rusturf Tunnel. A shady-looking man stole his beloved Wingull, Peeko, and took her into the tunnel. Help save Peeko!

3 BLACKGLASSES

Outside of the Verdanturf Town-side of Rusturf Tunnel, there's a man who has lost his glasses. Search the ground around that area to find the Blackglasses. They aren't what the man was looking for, but they'll be very useful to you.

SETH found one BLACKGLASSES!

RUSTURF TUNNEL



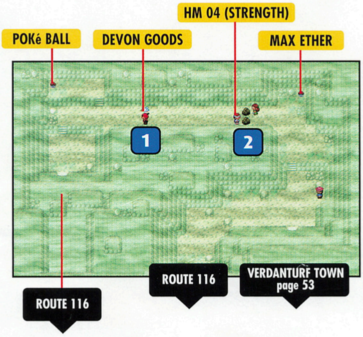
Rusturf Tunnel links Rustboro City and Verdanturf Town. Concerns about disturbing the wild Pokémon inside halted the tunnel project.

1 CORNERED THIEF

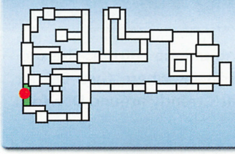
Team Magma and Team Aqua Grunts aren't the brightest thieves. Find the Grunt-turned-thief cornered in Rusturf Tunnel; he's holding the Devon Goods and Peeko hostage. Talk to the Grunt to battle him. Defeat him to retrieve the Devon Goods and free the frightened Peeko.

2 TUNNEL OF LOVE

Inside Rusturf Tunnel, a man fervently digs away at the bedrock that blocks the way to Verdanturf Town. The man's beloved awaits him in Verdanturf Town, so he digs every day to reach her. One day you'll be able to help out the separated couple.

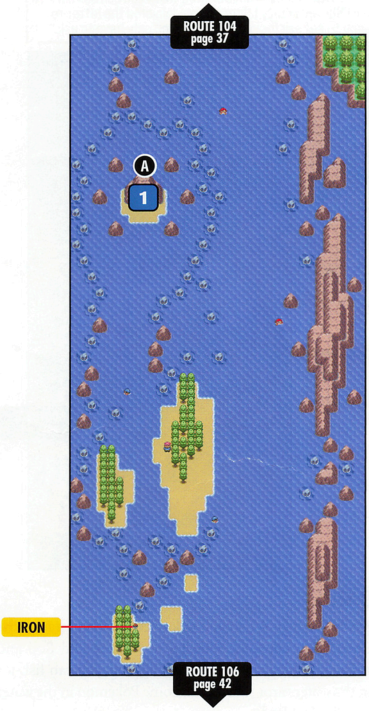


LATER After you get HM 06 (Rock Smash) in Mauville City and defeat Gym Leader Wattson, you'll be able to clear Rusturf Tunnel. The man inside will give you HM 04 (Strength).

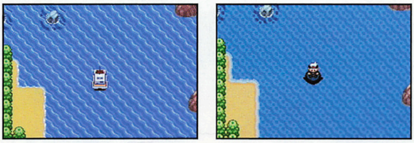


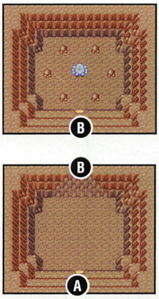
ROUTE 105 & ISLAND CAVE

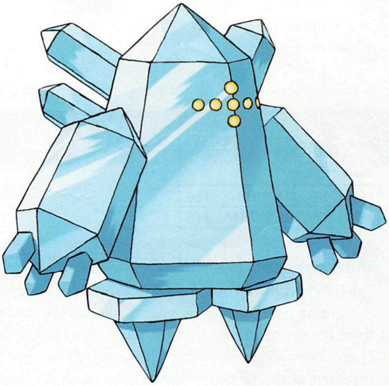
Route 105 is an ocean passage, dappled with jutting rocks and small islands. The first time you pass through Route 105 is on Mr. Briney's boat. You can't visit any of the islands or battle any of the Pokémon Trainers along Route 105 until you've learned Surf, so sit back and take in the scenery during the boat ride to Dewford Town.



LATER After you get HM 03 (Surf) and beat Norman in Petalburg City's Pokémon Gym, you'll be able to use Surf outside of battle to explore Hoenn's waterways. Route 105 is full of Pokémon Trainers who are enjoying a refreshing swim and want to battle. You can also encounter new Pokémon by surfing around and fishing in the cool, deep waters on Route 105.

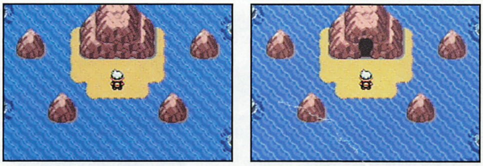


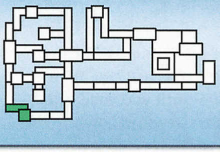




1 ISLAND CAVE

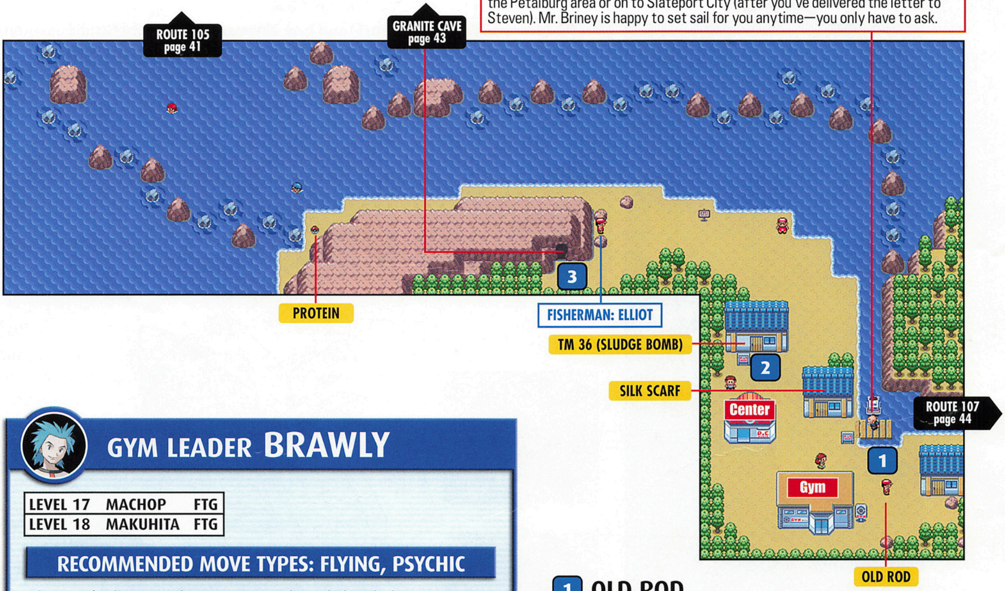
LATER The Island Cave along Route 105 may look like a simple stone island, but there's actually a very rare Pokémon inside. Travel to the Sealed Chamber on Route 134 (page 95). Solve the ancient mysteries within the Sealed Chamber to open the Island Cave's secret door. Enter the Island Cave to find the Pokémon Regice awaiting you.





DEWFORD TOWN & ROUTE 106

Dewford Town is a small island community with a colorful and unique culture. The second Pokémon Gym on your list is at the heart of Dewford Town, where Gym Leader Brawly is very popular. Visit Dewford Hall to learn about what's trendy around Dewford and to meet some of the friendly locals.



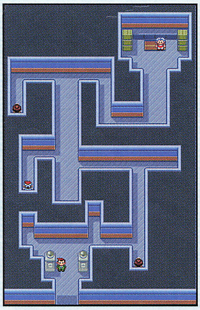
If you want to set sail, talk to Mr. Briney. From Dewford Town you can sail back to the Petalburg area or on to Slateport City (after you've delivered the letter to Steven). Mr. Briney is happy to set sail for you anytime—you only have to ask.

GYM LEADER BRAWLY

LEVEL 17	MACHOP	FTG
LEVEL 18	MAKUHITA	FTG

RECOMMENDED MOVE TYPES: FLYING, PSYCHIC

The Dewford Town Pokémon Gym is shrouded in darkness. Trainers of Fighting-type Pokémon hone their skills in the shadows. There are three Pokémon Trainers that you must defeat before you reach Gym Leader Brawly. When you enter the Dewford Gym, you can see only a small radius around you. After you defeat each Pokémon Trainer, the visible area will become larger. Pokémon with Flying- and Psychic-type attacks are the most formidable when battling Fighting-type Pokémon. Pokémon moves such as Confusion, Gust, Peck and Wing Attack are very effective.



PRIZES:

KNUCKLE BADGE & TM 08 (BULK UP)

When you have the Knuckle Badge, all Pokémon at or below Level 30 obey you and you can use HM 05 (Flash) outside of battle to illuminate dark areas.

1 OLD ROD

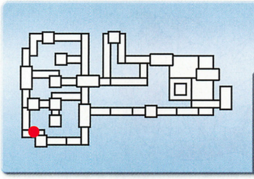
Some people live to fish. When you talk to the fisherman near the Dewford Town Pokémon Center, he'll give you the Old Rod and some of his finest fishing tips. With the Old Rod, you can fish for Pokémon in the waters around Hoenn. Some Pokémon in the water are too big for the Old Rod.

2 DEWFORD HALL

Dewford's hot spot, Dewford Hall, is where all the townsfolk meet to swap news and learn what's hip in Hoenn. Being from such a small, isolated town, Dewford's citizens are easily influenced by visitors from outside areas. When people ask what you think is trendy, create a new phrase that'll start the next craze!

3 STONE-COLLECTING STEVEN

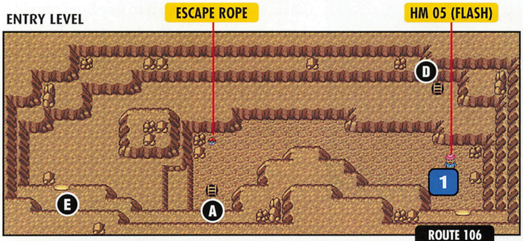
Devon Corporation's Mr. Stone asked you to deliver not only the Devon Goods, but also a Letter to Steven in Dewford Town. Talk to the hiker standing inside the Granite Cave entrance to learn that Steven has gone searching for rare stones deep within the cave. You need to reach him to deliver the Letter.



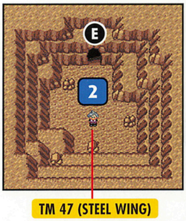
GRANITE CAVE

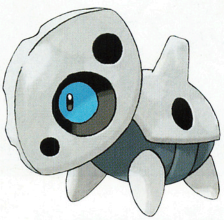
Granite Cave is a deep, extensive cavern that holds many secrets and Pokémon exclusive to the area, such as Aron and Abra. You can explore the cave anytime, but it's much easier when you can use HM 05 (Flash) outside of battle to light the way. There are certain areas of Granite Cave that you can't explore without the Mach Bike.

ENTRY LEVEL

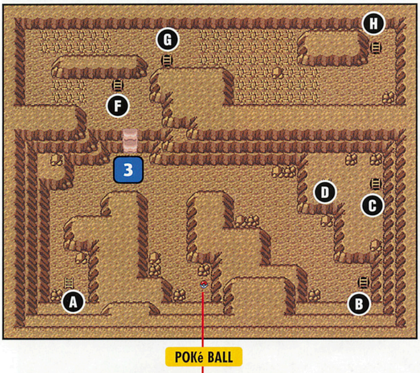


ROUTE 106
page 42





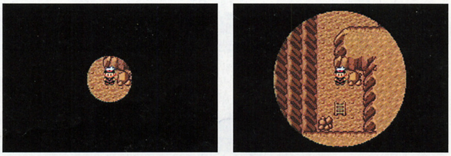
LOWER LEVEL



Granite Cave's two basement floors are dark and winding. You can explore the area without Flash, but it'll be tough. After you defeat Brawly, return with Flash and light the way to each stairway and item.

1 FLASH ACTION

Some areas of Granite Cave are extremely dark and dangerous without ample light. The hiker at the Granite Cave entrance will give you HM 05 (Flash) but you'll need the Knuckle Badge to use Flash outside of battle. Venture deep into Granite Cave without light if you dare, but don't get lost!



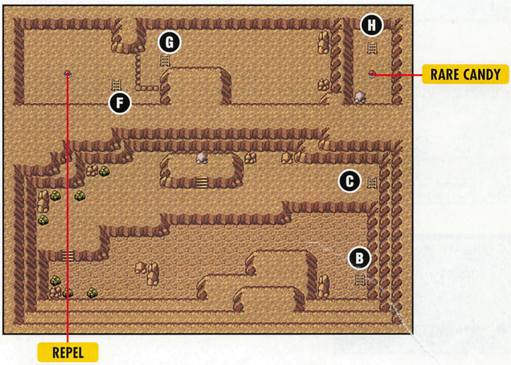
2 LETTER FOR STEVEN

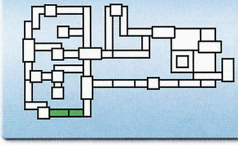
Steven is searching the deepest parts of Granite Cave for rare stones. Find Steven through E on the Granite Cave map to the left and give him the Letter. Grateful for the delivery, Steven will give you his favorite Pokémon move—TM 47 (Steel Wing). The mysterious man will then rush off. Don't worry, you'll see him again.

3 RIDE THE MACH BIKE

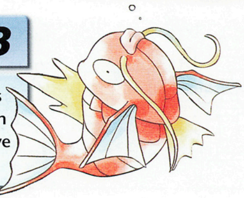
LATER **Once you've gotten the Mach Bike from Rydel in Mauville City, you can ride up sandy slopes. Return to Granite Cave and ride up the sandy slope in Basement 1 to reach a secret area and collect some rare items.**

LOWEST LEVEL

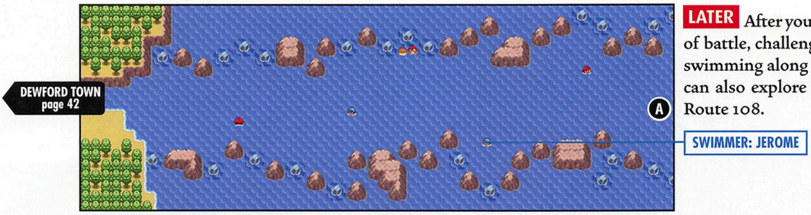




ROUTES 107 & 108

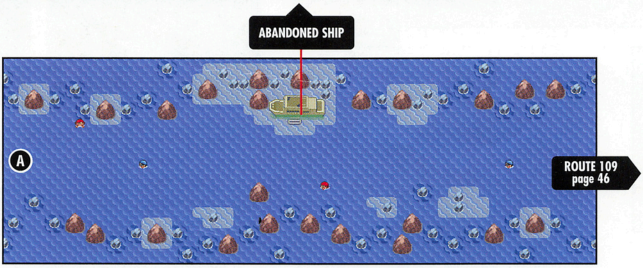


Routes 107 and 108 are ocean passages. You'll pass through both routes on Mr. Briney's boat. You can return to the area to do some exploring after you've learned to use Surf.

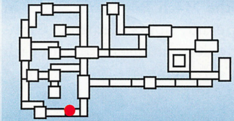


DEWFORD TOWN page 42
A
SWIMMER: JEROME

LATER After you learn to use Surf outside of battle, challenge the Pokémon Trainers swimming along Routes 107 and 108. You can also explore the Abandoned Ship on Route 108.

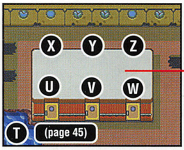


ABANDONED SHIP
A
ROUTE 109 page 46



ABANDONED SHIP

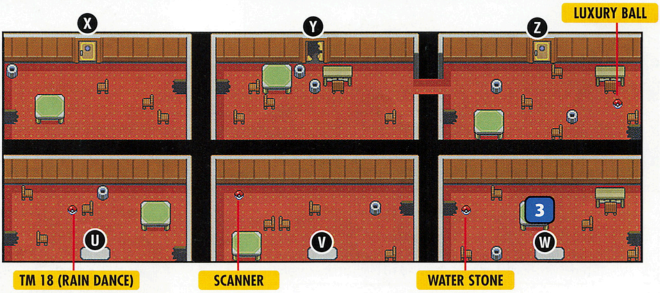
No one can really remember how the Abandoned Ship came to be. It sits along Route 108, slowly filling with water. You'll need to use Surf to reach the Abandoned Ship, where various Trainers and items await.



X
Y
Z
U
V
W
T
(page 45)

The Abandoned Ship's hidden area is confusing to get through. Check tip #2 on page 45 for guidance through the locked doors.

A large area of the Abandoned Ship is underwater. You must have HM 08 (Dive) and the Mind Badge from Mossdeep City to explore every room on this page.



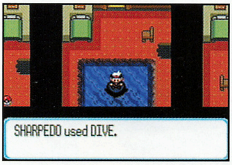
X
Y
Z
LUXURY BALL
3
U
V
W
TM 18 (RAIN DANCE)
SCANNER
WATER STONE

1 IN SEARCH OF THE SCANNER

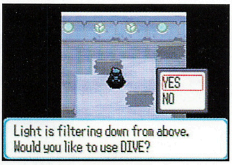
A scientist is searching the Abandoned Ship for the Scanner on behalf of Capt. Stern. Unfortunately, the scientist hasn't been able to find the Scanner. Search for the Storage Key in the lower-left corner of the room—use it to open the door labeled G on the map below. See the map on page 44 for the Scanner's location.

2 DIVING FOR TREASURE

Dive through the submerged area of the Abandoned Ship to reach a secret area. You'll need to swim through a large underwater corridor to a small room with holes in the floor. Resurface in the upper-right corner of the room to appear in the pool labeled T on page 44.



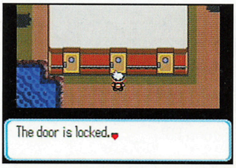
SHARPEDO used DIVE.



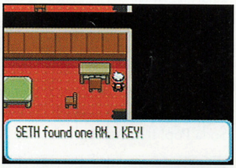
Light is filtering down from above.
Would you like to use DIVE?

3 GLITTERING KEYS

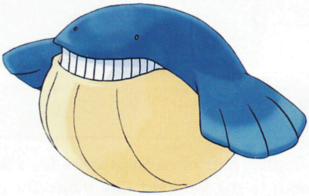
The six-room cabin through the Abandoned Ship's submerged area holds treasure. You'll need keys to get into all six rooms that you reached by using Dive. The RM. 1 Key is in the room labeled W. RM. 4's is in the room labeled U. The RM. 6 Key is in the room labeled X. The RM. 2 Key is in the room labeled Y. The Scanner is in the room labeled V.

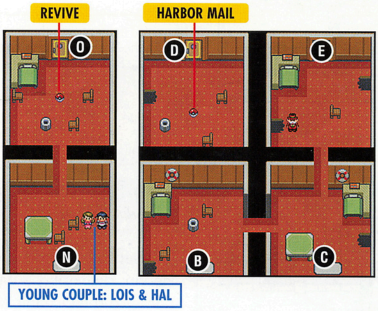


The door is locked.

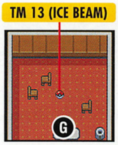


SETH found one RM. 1 KEY!

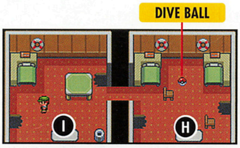




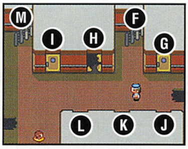
REVIVE
HARBOR MAIL
O
D
E
N
B
C
YOUNG COUPLE: LOIS & HAL

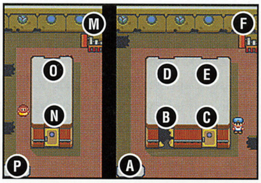


TM 13 (ICE BEAM)
G

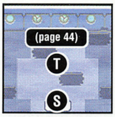


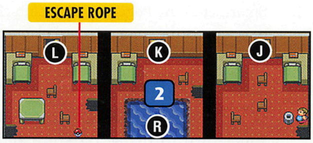
DIVE BALL
I
H



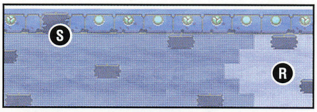


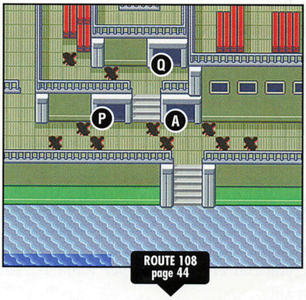
M
F
O
D
E
N
B
C
P
A



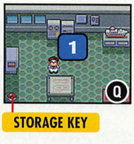


ESCAPE ROPE
L
K
J
2
R



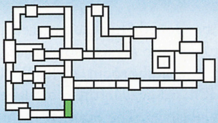


Q
P
A
ROUTE 108
page 44



1
Q
STORAGE KEY

ROUTE 109

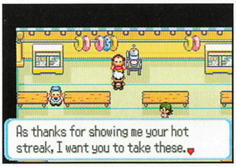


Pokémon Trainers basking in the sun and swimming in the salty waters are abundant on Route 109. After you learn Surf, explore the small islands on the route.

1 SODA POP STOP

SODA POP

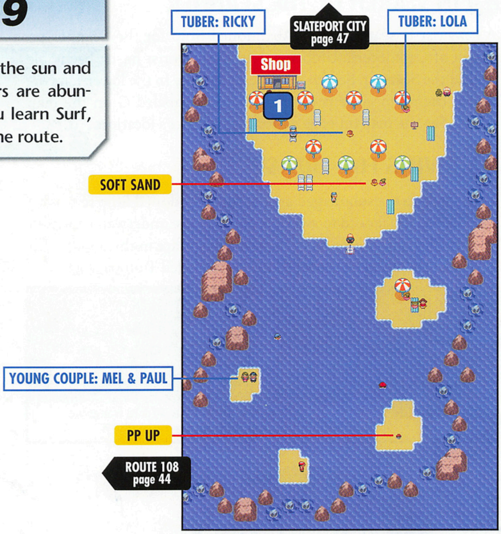
The Seashore House's owner loves seeing thrilling battles between skilled Pokémon Trainers. If you can defeat all three Pokémon Trainers in the Seashore House, Mr. Sea will award you a six-pack of refreshing Soda Pop! It's tasty *and* it restores Pokémon HP.



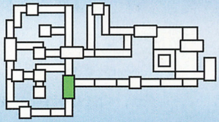
As thanks for showing me your hot streak, I want you to take these.

SHOP	
SODA POP	300

After you've defeated the three Trainers in the Seashore House, you can buy more Soda Pop anytime!



SLATEPORT CITY



Cradled by the ocean tide, Slateport City is a bustling port town. Ships arrive from all over Hoenn, delivering a wide variety of unique goods to the Slateport City shops. The city is home to the Oceanic Museum and its founder, local celebrity Capt. Stern. Later on, you'll be able to catch a ride on the *S.S. Tidal* from the Slateport Harbor.

1 DELIVER THE DEVON GOODS

Talk to Dock inside Stern's Shipyard. Capt. Stern commissioned him to design a ferry. He'll ask you to deliver the Devon Goods to Capt. Stern, but he doesn't know where the captain has gone.

2 OCEANIC MUSEUM

TM 46 (THIEF)

Pay ₽50 to enter the Oceanic Museum. Talk to the Team Magma or Team Aqua members and get TM 46 (Thief) from the Grunt you battled earlier. Talk to Capt. Stern upstairs, then defeat the two intruders.

LATER After you get HM 03 (Surf) and defeat Norman in Petalburg City, there will be TV reporters interviewing Capt. Stern outside of the Oceanic Museum.

3 CONTEST HALL

POKéBLOCK CASE **TM 41 (TORMENT)**

When you talk to the little girl in the Pokémon Contest Hall, she'll give you her extra PokéBlock Case. The sailor near the Hyper Rank Stage will give you TM 41 (Torment) for listening to him ramble.

LATER After you've won both the Normal and Super Rank Pokémon Contests, you can enter the Hyper Rank Pokémon Contest in Slateport City.

4 POKéMON FAN CLUB

BLUE SCARF **GREEN SCARF** **PINK SCARF** **RED SCARF** **SOOTHE BELL** **YELLOW SCARF**

Talk to the woman wearing a dress in the Pokémon Fan Club. She'll examine the first Pokémon in your party to see if it is fond of you. If it likes you enough, the lady will hand you a Soothe Bell. If the first Pokémon in your party has an outstanding condition (Cool, Beauty, Smart, etc.) the Pokémon Fan Club chairman will give you a Scarf that reflects the color of your Pokémon's condition.

5 SECRET STORE

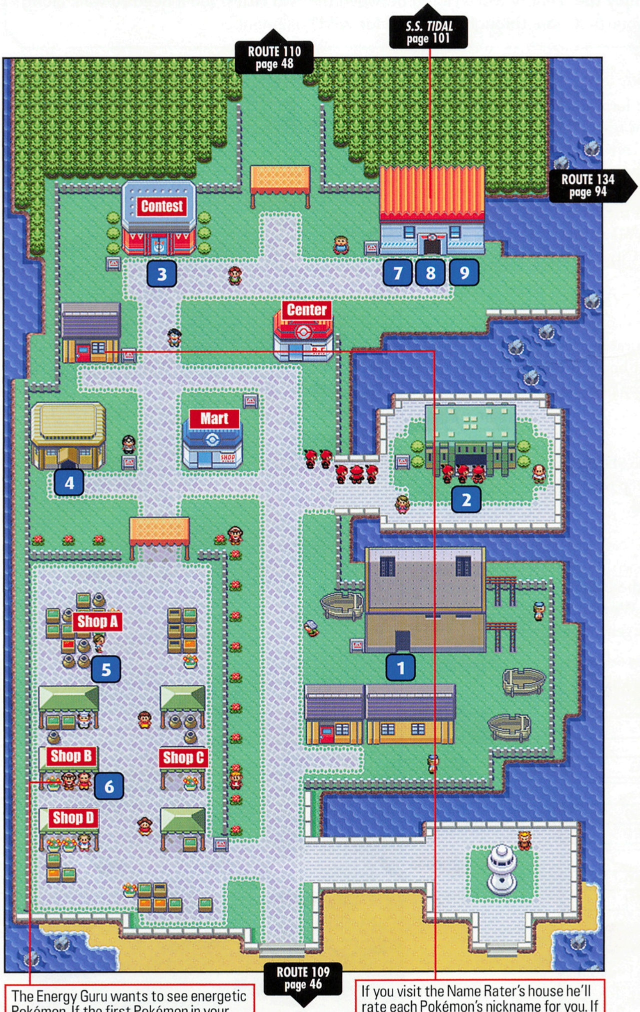
LATER Once you have TM 43 (Secret Power) on Route 111, you can return to the secret store and buy decorations for your Secret Base. You don't have to teach a Pokémon TM 43.

6 HALF-PRICE GOODS

LATER After you become the Pokémon League Champion, the Energy Guru will sell you items at half-price on special bargain days. When a TV shows his ad, head to his store to get the best deals in Hoenn!

7 TROUBLE IN THE HARBOR

LATER After you visit Mt. Pyre and encounter Team Magma's or Team Aqua's leader, pursue the nefarious bunch to Slateport City. When they steal the submarine, head to their hideout near Lilycove City.



The Energy Guru wants to see energetic Pokémon. If the first Pokémon in your party is energetic enough when you talk to the Energy Guru, she'll give you a special ribbon. Strengthen your Pokémon through battles.

If you visit the Name Rater's house he'll rate each Pokémon's nickname for you. If you dislike what you named one of your Pokémon or if you want a little change, the Name Rater can also help you rename your Pokémon.

8 DELIVER THE SCANNER DEEPSEATOOTH DEEPSEASCALE

LATER Dive to find the Scanner deep within the Abandoned Ship (see page 45), then deliver it to Capt. Stern in Slateport City. Capt. Stern will give you the Deepseatooth or Deepseascale.

9 SAIL ON THE *S.S. TIDAL*

LATER Once you've won the prestigious Pokémon League Champion title, you can ride the luxurious *S.S. Tidal* between Slateport City and Lilycove City. See page 101 for more details.

POKéMON MART

ANTIDOTE	100	POKé BALL	200
ESCAPE ROPE	550	POTION	300
GREAT BALL	600	REPEL	350
HARBOR MAIL	50	SUPER POTION	700
PARALYZE HEAL	200		

SHOP A

A NOTE MAT	500	E NOTE MAT	500
B NOTE MAT	500	F NOTE MAT	500
BLUE BALLOON	500	G NOTE MAT	500
BLUE BRICK	500	RED BALLOON	500
C High NOTE MAT	500	RED BRICK	500
C Low NOTE MAT	500	YELLOW BALLOON	500
D NOTE MAT	500	YELLOW BRICK	500

After you receive TM 43 (Secret Power), the upper-left merchant will sell you the above items.

SHOP B

CALCIUM	9,800	IRON	9,800
CARBOS	9,800	PROTEIN	9,800
HP UP	9,800	ZINC	9,800

Items at the Energy Guru's shop are half-price on bargain days. Use the above items to boost your Pokémon's stats.

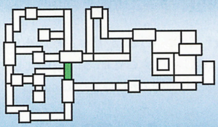
SHOP C

TM 10 (HIDDEN POWER)	3,000	TM 43 (SECRET POWER)	3,000

After you receive TM 43 (Secret Power), the merchant on the right side will sell you the above items.

SHOP D

AZURILL DOLL	3,000	SKITTY DOLL	3,000
MARILL DOLL	3,000		



ROUTE 110 & CYCLING ROAD

The area between Slateport City and Mauville City is a unique combination of nature and innovation. Route 110 is a grassy path with clear waters on both sides. Above Route 110, bicyclists enjoy the scenery while riding between the two cities. You'll need to walk along Route 110 your first time through, so watch for wild Pokémon!

1 TEAM ROADBLOCK

Some Team Magma or Team Aqua members have formed a troublesome roadblock along Route 110. After you've defeated the rest of the team at the Oceanic Museum in Slateport City, the roadblock crew will take a hike.

2 NO PEDESTRIANS ALLOWED

Cycling Road is strictly for bicyclists to enjoy, so the attendants won't let pedestrians pass. You need to get a Mach Bike or an Acro Bike from Rydel's Cycles in Mauville City before you can take the high road over Route 110.

3 TRICK MASTER'S TRICK HOUSE

The Trick Master loves spending hours laying out intricate mazes in his Trick House. If you can make it to the end of the house, the Trick Master will give you a prize! Consult the maps on page 49.

4 MACH BIKE CHALLENGE

LATER Ride your Mach Bike from Mauville City to Slateport City—the man at the end of Cycling Road will keep track of your record. Check your progress on the signboard.

5 ENTRANCE TO NEW MAUVILLE

LATER After you've received HM 03 (Surf) and the Balance Badge in Petalburg City, get the Basement Key from Wattson in Mauville City. Enter New Mauville to shut down the generator.

! RIVAL BATTLE 2

or

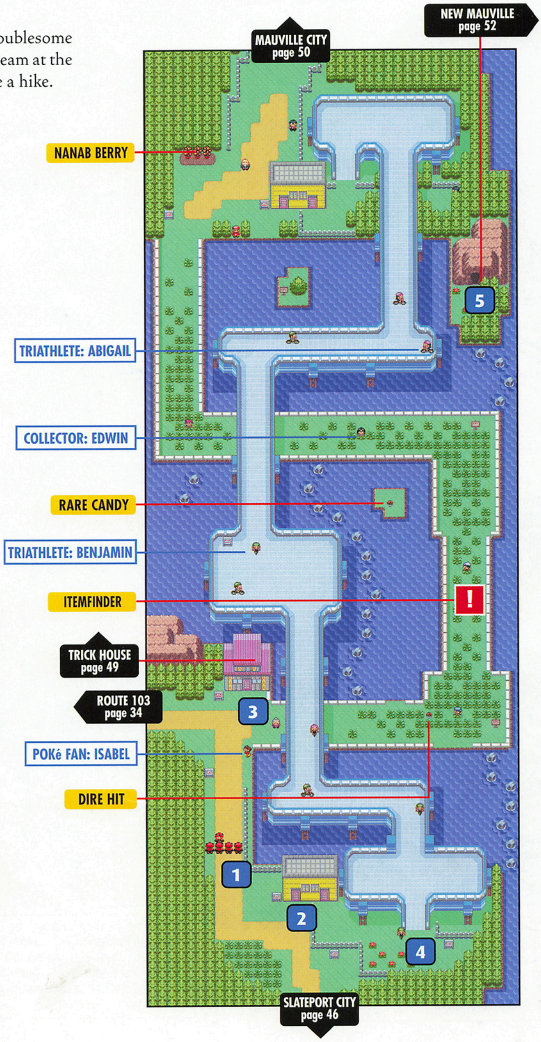
TREECKO	LEVEL18	WAILMER	WTR
	LEVEL18	SHROOMISH	GRS
	LEVEL20	COMBUSKEN	FIRE-FTG
TORCHIC	LEVEL18	SHROOMISH	GRS
	LEVEL18	NUMEL	FIRE-GRD
	LEVEL20	MUDKIP	WTR-GRD
MUDKIP	LEVEL18	WAILMER	WTR
	LEVEL18	NUMEL	FIRE-GRD
	LEVEL20	GROVYLE	GRS

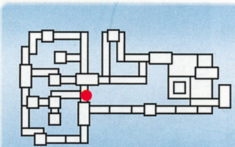
RECOMMENDED MOVE TYPES: FLYING, POISON

Your Pokémon should all be around the same level as your rival's Pokémon. If you are having a difficult time defeating your rival, spend a little more time training and developing your Pokémon in battle.

PRIZE:

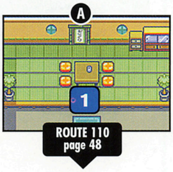
ITEMFINDER (See page 159.)


NEW MAUVILLE page 52
MAUVILLE CITY page 50
NANAB BERRY
5
TRIATHLETE: ABIGAIL
COLLECTOR: EDWIN
RARE CANDY
TRIATHLETE: BENJAMIN
ITEMFINDER
!
TRICK HOUSE page 49
ROUTE 103 page 34
3
POKé FAN: ISABEL
DIRE HIT
1
2
4
SLATEPORT CITY page 46

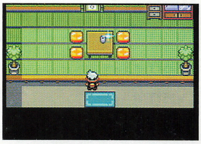


TRICK HOUSE

The Trick Master prides himself on being the best trick designer in Hoenn. Each time you earn a new Gym Badge, check back at the Trick House to see what the Trick Master has whipped up. The Trick House's mazes require you to use new HMs that you have learned. You can't try the same maze twice, so don't miss the items hidden in them.


A
1
ROUTE 110
page 48

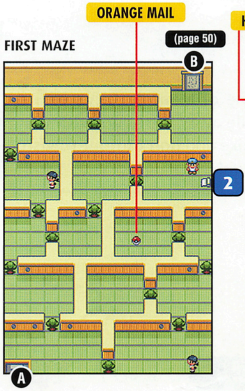
1 THE TELLTALE SPARKLING SPOT



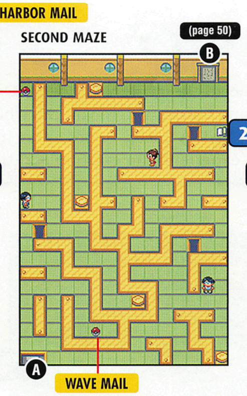
When the Trick Master completes a new Trick House, he'll hide and watch the people who come looking for him. Search for a sparkling spot in the front room—the Trick Master will be hiding there. Only when you find him can you enter the new Trick House.

2 FIND THE HIDDEN SCROLL

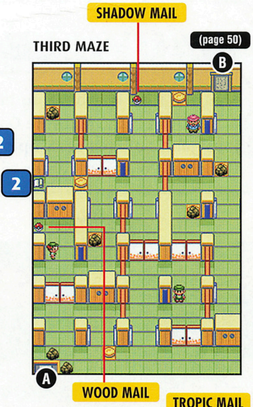
To exit the Trick House, you'll need to locate the scroll with the secret code written on it. After you find the scroll, exit when you're ready. Defeat all the Pokémon Trainers on your way through.


ORANGE MAIL
B
2
A

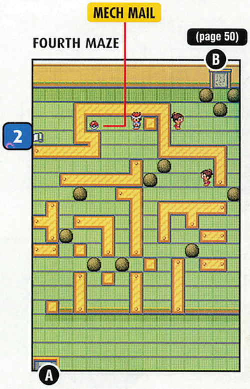
FIRST MAZE (page 50)


HARBOR MAIL
B
2
WAVE MAIL
A

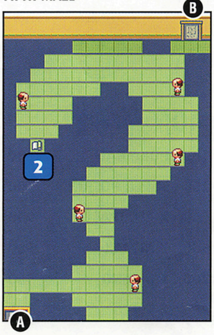
SECOND MAZE (page 50)


SHADOW MAIL
B
2
WOOD MAIL
A

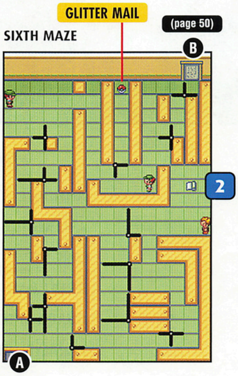
THIRD MAZE (page 50)


MECH MAIL
B
2
A

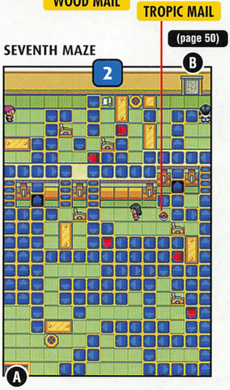
FOURTH MAZE (page 50)



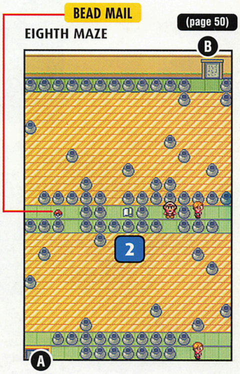
FIFTH MAZE (page 50)


GLITTER MAIL
B
2
A

SIXTH MAZE (page 50)


TROPIC MAIL
2
B
A

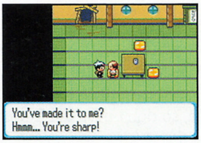
SEVENTH MAZE (page 50)


BEAD MAIL
B
2
A

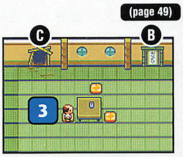
EIGHTH MAZE (page 50)

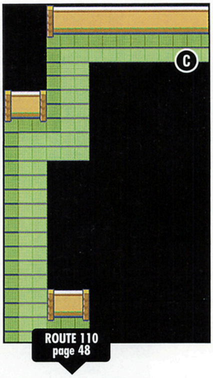
3 MEET THE MASTER

Each time you complete the Trick House, you'll meet the Trick Master at the exit. He will give you a prize for completing the Trick House. The more difficult the Trick House, the better your reward!



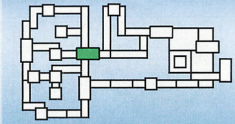
You've made it to me?
Hmmm... You're sharp!



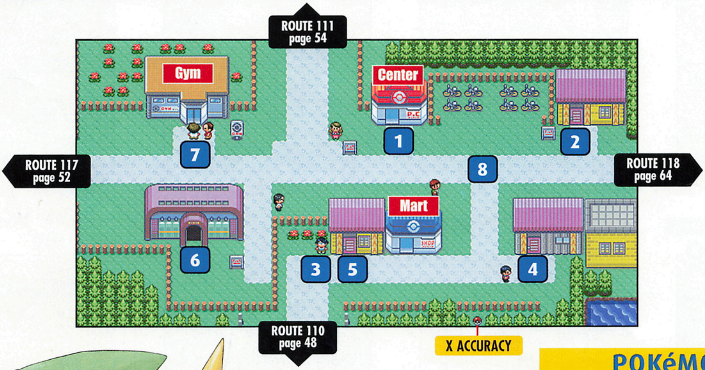

C
ROUTE 110
page 48

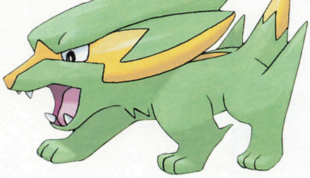
TRICK HOUSE VISIT	REQUIRED FOR ENTRY	REWARD AFTER COMPLETION
VISIT #1	2 BADGES	RARE CANDY
VISIT #2	3 BADGES	TIMER BALL
VISIT #3	4 BADGES	HARD STONE
VISIT #4	5 BADGES	SMOKE BALL
VISIT #5	6 BADGES	TM 12 (TAUNT)
VISIT #6	7 BADGES	MAGNET
VISIT #7	8 BADGES	PP MAX
VISIT #8	ENTRY TO BATTLE TOWER	RED TENT IN RUBY, BLUE TENT IN SAPPHIRE

MAUVILLE CITY



Mauville City is a buzzing hub in the center of Hoenn. One of Mauville City's prime attractions is the Mauville Game Corner, where you can while away the hours with various games of chance. Stop by Rydel's Cycles to get a free bike and don't forget to visit the city's Pokémon Center to experience an exciting addition!

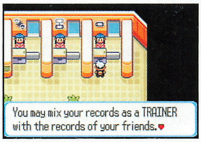

ROUTE 111
page 54
Gym
Center
1
2
7
ROUTE 117
page 52
8
ROUTE 118
page 64
Mart
6
3
5
4
ROUTE 110
page 48
X ACCURACY



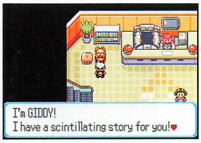
POKéMON MART

ANTIDOTE	100	POKé BALL	200
AWAKENING	250	SUPER POTION	700
DIRE HIT	650	X ACCURACY	950
GREAT BALL	600	X ATTACK	500
GUARD SPEC.	700	X DEFEND	550
PARALYZE HEAL	200	X SPEED	350

1 RECORD CORNER OPENS



You may mix your records as a TRAINER with the records of your friends.

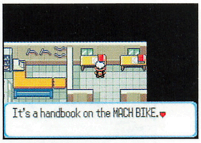


I'm GIDDY!
I have a scintillating story for you!

A new, exciting Pokémon Center feature has opened in Mauville City! Visit the Cable Club on the Pokémon Center's second floor in Mauville City and talk to the clerk on the right to learn about mixing game records. When you mix game records, two games share special information, such as Secret Base locations. You can mix game records with a friend via a Game Boy Advance Game Link Cable. The special guest on the Pokémon Center's ground floor will switch positions with the guest in your friend's game when you mix records.

2 RYDEL'S CYCLES

MACH BIKE **ACRO BIKE**



It's a handbook on the MACH BIKE.

Rydel is a kind and generous man. When he hears that you've run from Littleroot Town to Mauville City, Rydel will give you a free bicycle of your choice! If you want to trade your bike for the other one later, just ask Rydel.

3 BREAKING NEWS ON TV

You never know who or what you'll see on TV. A man in Mauville City urges you to watch TV whenever you can. TV shows can be a useful source of information as well as entertainment. Who knows, maybe *you* will appear on TVs across Hoenn someday!

4 GET ROCK SMASH

HM 06 (ROCK SMASH)

The man inside the bottom-right house in Mauville City loves seeing skilled Pokémon Trainers. He'll give you HM 06 (Rock Smash) if you talk to him. You'll need to defeat Gym Leader Wattson to use Rock Smash in the field.

5 TRADE FOR THE COIN CASE

COIN CASE

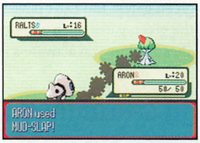
A woman in Mauville City is looking for some Harbor Mail. Buy some Harbor Mail in Slateport City for ₽50, then take it back to the woman—she'll give you the Coin Case in return. You need the Coin Case to play games at the Mauville Game Corner.

6 COIN GAMES OF CHANCE

Obtain the Coin Case from the woman in Mauville City. You'll need it to hold coins so you can play the games in the Mauville City Game Corner. Buy 50 coins for ₽1,000 or 500 coins for ₽10,000 and try your luck at games such as slots and roulette. The prizes are listed below.

TM 13 (ICE BEAM)	4,000 coins
TM 24 (THUNDERBOLT)	4,000 coins
TM 29 (PSYCHIC)	3,500 coins
TM 32 (DOUBLE TEAM)	1,500 coins
TM 35 (FLAMETHROWER)	4,000 coins
MUDKIP DOLL	1,000 coins
TORCHIC DOLL	1,000 coins
TREECKO DOLL	1,000 coins

7 WALLY'S ASPIRATIONS



ARON used MUD-SLAP!

Wally is standing outside the Mauville City Pokémon Gym with his uncle, and he's eager to see how much he's grown as a Pokémon Trainer. Defeat Wally in a Pokémon battle to show him that he isn't ready to take on Gym Leader Wattson.

8 NEW MAUVILLE

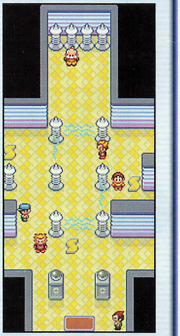
BASEMENT KEY **TM 24 (THUNDERBOLT)**

LATER Meet Wattson near the Mauville City Pokémon Gym after you've received Surf and the Balance Badge from Petalburg City. Wattson will request that you travel to New Mauville and shut off the generator inside. Take the Basement Key that Wattson hands you and proceed to New Mauville, which is on a small island on Route 110. Turn off the generator by flipping the switch inside New Mauville. Wattson will give you TM 24 (Thunderbolt) for helping him out.

GYM LEADER WATTSON

LEVEL 22	MAGNEMITE	ELC-STL
LEVEL 20	VOLTORB	ELC
LEVEL 23	MAGNETON	ELC-STL

RECOMMENDED MOVE TYPE: GROUND

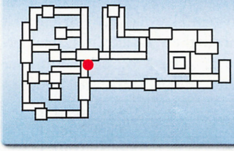


The Mauville City Pokémon Gym is supercharged with Electric-type Pokémon and their Trainers. You'll need to defeat four Pokémon Trainers before you'll get to face Wattson. The Gym Trainers use a wide array of Electric-type Pokémon, some of which are dual-types. Step on the lightning-bolt switches to move around the electric barriers within the Gym. Keep your Water-type and Flying-type Pokémon stored for this battle, or they'll get zapped. Ground-type Pokémon withstand Electric-type moves the best, and Ground-type attacks do massive damage against Electric-and-Steel-type Pokémon.

PRIZES:

DYNAMO BADGE & TM 34 (SHOCK WAVE)

With the Dynamo Badge, your Pokémon's Speed increases and you can use HM 06 (Rock Smash) outside of battle. You'll also win TM 34 (Shock Wave)—an attack with amazing accuracy.

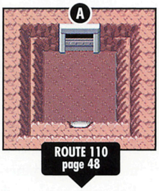


NEW MAUVILLE

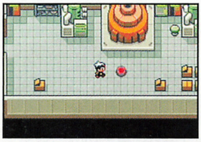
The underground area that stretches from Route 110 to Mauville City is called New Mauville. The generator in New Mauville provides electricity to Mauville City. You'll need to use Surf to reach the island entrance to New Mauville. Many Electric- and Electric-and-Steel-type Pokémon inhabit New Mauville, so bring a few Ground-type Pokémon to battle with.

1 BLUE & GREEN GATES

New Mauville is a maze of boxes, switches and gates. You can hear the generator's low hum throughout the entire area. Blue and green switches in New Mauville operate the blue and green gates. You can't have the blue gates and the green gates open simultaneously, so think ahead before you activate a switch.

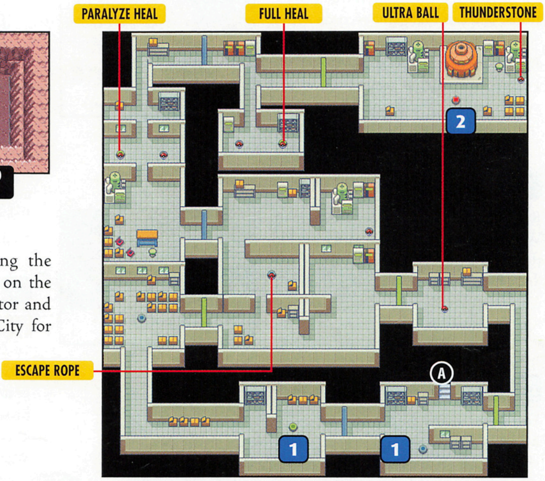

A
ROUTE 110
page 48

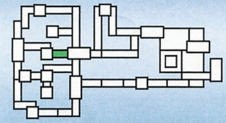
2 GENERATOR'S RED SWITCH



There's a round red switch on the floor in front of the generator. Step on the switch to turn off the generator.

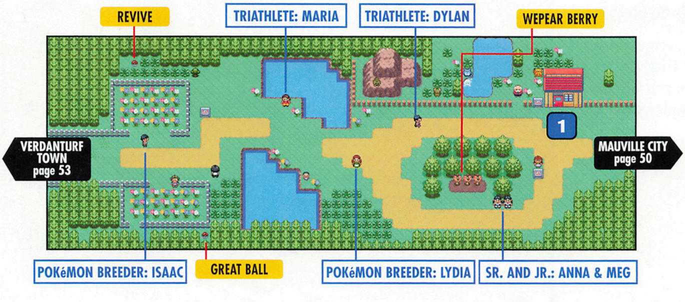
Pick up the Thunderstone along the generator room's right wall. Step on the red switch to turn off the generator and return to Wattson in Mauville City for your reward.


PARALYZE HEAL
FULL HEAL
ULTRA BALL
THUNDERSTONE
2
ESCAPE ROPE
A
1
1



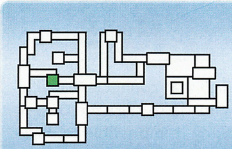
ROUTE 117

Lush grasses, clear ponds and aromatic flower beds fill Route 117—it's a wonderful environment for Grass-type and Water-type Pokémon. Trainers stroll and exercise along the inviting path between Mauville City and Verdanturf Town. The Pokémon Day Care is also located along Route 117—stop in and say hello to the Day Care man and his wife.


REVIVE
TRIATHLETE: MARIA
TRIATHLETE: DYLAN
WEPEAR BERRY
1
VERDANTURF TOWN page 53
MAUVILLE CITY page 50
POKéMON BREEDER: ISAAC
GREAT BALL
POKéMON BREEDER: LYDIA
SR. AND JR.: ANNA & MEG

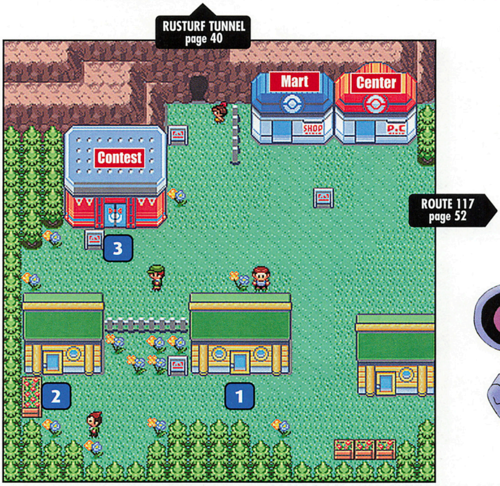
1 POKéMON DAY CARE

The elderly couple that runs the Pokémon Day Care loves to nurture young Pokémon. You can leave one or two Pokémon at the Pokémon Day Care while you travel. Day Care-raised Pokémon will learn moves at a slightly different rate from Trainer-raised Pokémon, but Day Care is a good option for Pokémon that you don't have time to raise yourself. When you want to take a Pokémon out of the Day Care you must pay a fee. If you leave a male and a female Pokémon at the Pokémon Day Care, you could be surprised with a Pokémon Egg when you return!



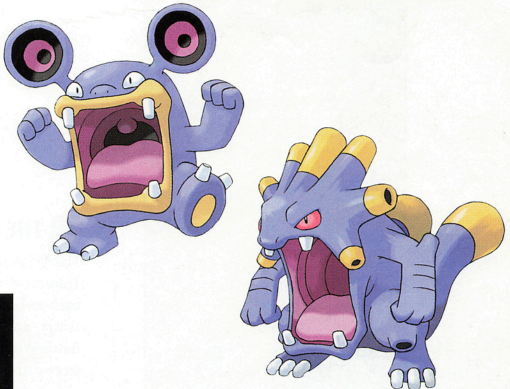
VERDANTURF TOWN

Nestled in Hoenn's pristine highlands, Verdanturf Town is known for its clean air. Wally is staying with his cousin Wanda in Verdanturf Town to help his health improve. Open the Rusturf Tunnel with Rock Smash, finally connecting the two towns and reuniting the separated couple. Verdanturf Town hosts the first Pokémon Contest you can participate in.



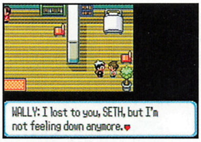
POKéMON MART

ANTIDOTE	100	NEST BALL	1,000
AWAKENING	250	PARALYZE HEAL	200
BURN HEAL	250	REPEL	350
FLUFFY TAIL	1,000	SUPER POTION	700
GREAT BALL	600	X SPECIAL	350
ICE HEAL	250		



1 WALLY'S RELATIVES

Wally is staying with his uncle's family in Verdanturf Town. Since his arrival, his health has improved noticeably. Wally's uncle isn't sure if it's the environment or the Pokémon that are raising his spirits. Talk to Wally to see how he's doing.

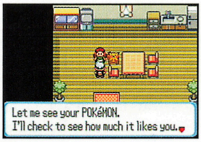


WALLY: I lost to you, SETH, but I'm not feeling down anymore.

LATER **After you open the Rusturf Tunnel with Rock Smash, the couple inside the tunnel will finally reunite. You can visit the couple in Verdanturf Town, where Wally's uncle resides. The girl who was waiting inside the tunnel for her boyfriend to reach her is none other than Wally's cousin, Wanda.**

2 DO YOUR POKéMON LIKE YOU?

The lady who lives in the left-hand house in Verdanturf Town has a knack for evaluating the relationship between a Pokémon and its Trainer. Talk to the lady—she'll tell you how the first Pokémon in your party feels about you.

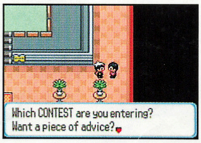


Let me see your POKéMON.
I'll check to see how much it likes you.

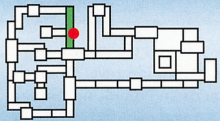
3 NORMAL RANK CONTEST HALL **CONTEST PASS**

The Verdanturf Town Pokémon Contest Hall holds Normal Rank contests. To compete in higher Pokémon Contest ranks, you must win a ribbon in the Normal Rank Pokémon Contest. Talk to the girl behind the counter to get a Contest Pass, and the girl in the lobby to get TM 45 (Attract).

Is that your CONTEST POKéMON?

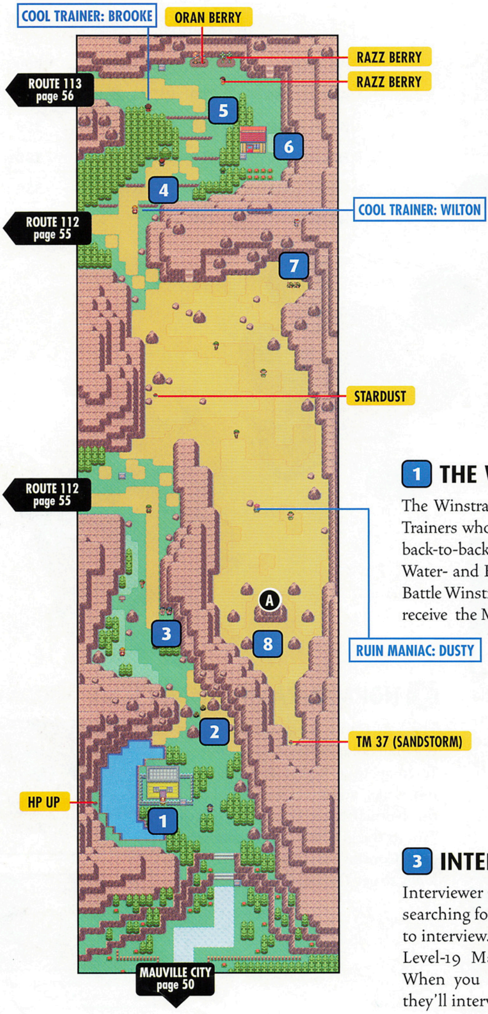


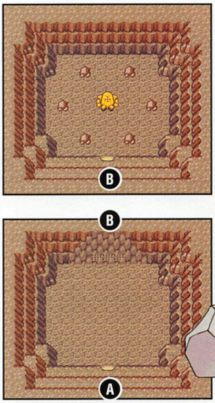
Which CONTEST are you entering?
Want a piece of advice?

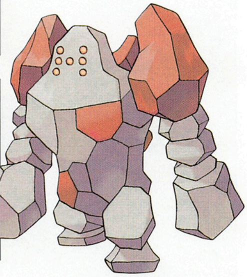


ROUTE 111 & DESERT RUINS

Nestled between the jagged mountains, Route 111 is a grassy valley that connects Mauville City and the Desert Ruins. You'll need to travel to Routes 112 and 113 to skirt the Desert Ruins, though. A wild sandstorm rages through the desert, making it impossible to navigate without a pair of Go-Goggles, which you'll get in Lavaridge Town.


COOL TRAINER: BROOKE
ORAN BERRY
RAZZ BERRY
RAZZ BERRY
ROUTE 113 page 56
5
6
4
COOL TRAINER: WILTON
ROUTE 112 page 55
7
STARDUST
ROUTE 112 page 55
A
3
8
RUIN MANIAC: DUSTY
2
TM 37 (SANDSTORM)
HP UP
1
MAUVILLE CITY page 50





1 THE WINSTRATE FAMILY

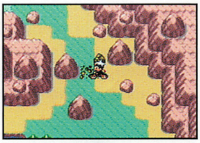
MACHO BRACE

The Winstrate family loves to take on Pokémon Trainers who are willing to fight all four of them back-to-back. A team of Pokémon with Flying-, Water- and Electric-type attacks is a good choice. Battle Winstrates Victor, Victoria, Vivi and Vicky to receive the Macho Brace.

WINSTRATE VICKY would like to battle!

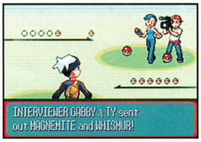
2 ROCK SMASH

Some fallen boulders are blocking a stretch of Route 111. Make sure you have a Pokémon with HM 06 (Rock Smash) in your party and smash the boulders to clear the way.



3 INTERVIEWER GABBY & TY

Interviewer Gabby and Ty travel all over Hoenn, searching for up-and-coming Pokémon Trainers to interview. The pair will ask you to battle their Level-19 Magnemite and Level-19 Whismur. When you defeat Interviewer Gabby and Ty, they'll interview you about the battle.

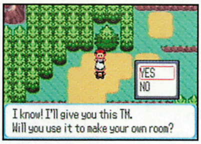


INTERVIEWER GABBY & TY sent out MAGNEMITE and WHISMUR!

4 SECRET POWER

TM 43 (SECRET POWER)

Talk to the boy standing near the large tree on Route 111—he'll give you TM 43 (Secret Power). You can use the Normal-type move Secret Power to attack during a battle or to create your own Secret Base outside of battle.

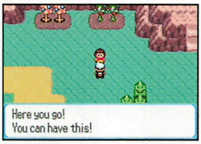

YES
NO

I know! I'll give you this TM.
Will you use it to make your own room?

5 BERRY GIRL

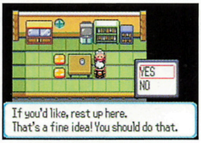
RAZZ BERRY

The enthusiastic berry-growing girl along Route 111 will give you a Razz Berry the first time you talk to her. You can visit her once a day, and she'll give you a berry each time. Remember to replant berries when you pick them!

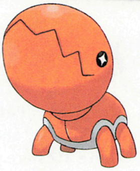

Here you go!
You can have this!

6 OLD LADY'S REST STOP

A generous old lady has opened her home to weary Pokémon and their Trainers. Visit the old lady along Route 111 and rest your Pokémon for free. You can visit the old lady as many times as you need to—she loves the company.


YES
NO

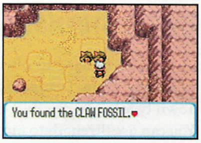
If you'd like, rest up here.
That's a fine idea! You should do that.



7 ANCIENT DESERT FOSSILS

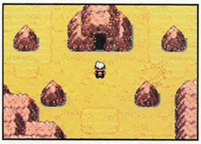
ROOT FOSSIL **CLAW FOSSIL**

LATER Once your rival has given you the Go-Goggles in Lavaridge Town, you can enter the Desert Ruins. Search for two fossils in the desert's northeastern corner. You can take only one of the fossils—the other will sink in the sand. Take one of the fossils to the Devon Corporation to be revived. The Root Fossil will become a Lileep and the Claw Fossil will become an Anorith.

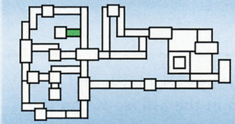

You found the CLAW FOSSIL.

8 RARE POKéMON IN THE RUINS

LATER After you've solved the mysteries in the Sealed Chamber on Route 134 (see page 95), you can enter the secret cave in the Desert Ruins. You'll encounter Regirock, a rare Pokémon inside the Desert Ruins cave.



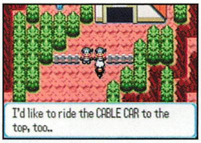
ROUTE 112



Route 112 is a mountainous path that connects Route 111 with Lavaridge Town. The Mt. Chimney cable car runs through Route 112.

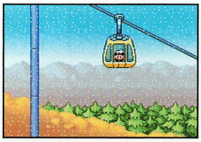
1 TURN BACK

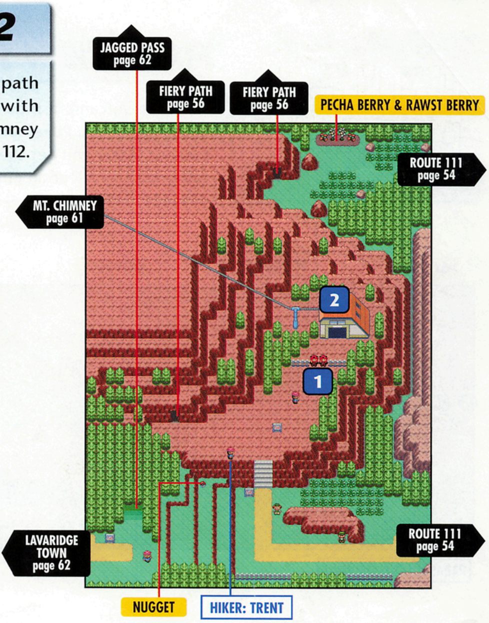
The Mt. Chimney cable car is temporarily out of commission, thanks to Team Magma or Team Aqua. The Grunts mention that the rest of their crew is headed to Fallarbor Town. Follow them to Fallarbor Town through the Fiery Path.


I'd like to ride the CABLE CAR to the top, too..

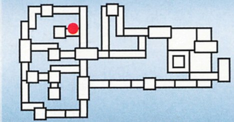
2 MT. CHIMNEY CABLE CAR

LATER The Mt. Chimney cable car will begin running after Team Magma or Team Aqua steals the Meteorite from Meteor Falls on Route 114. Riding the Mt. Chimney cable car is the only way to reach Lavaridge Town.

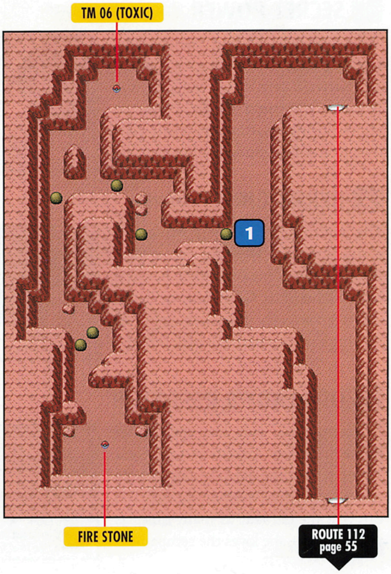




FIERY PATH

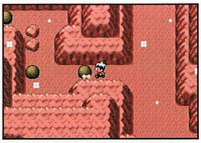


The Fiery Path cuts through Mt. Chimney and connects two of Route 112's areas. Many Fire-type Pokémon live on the Fiery Path.



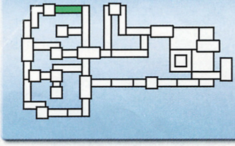
1 THE STRENGTH TO MOVE BOULDERS

LATER You'll need to obtain the Heat Badge by defeating Gym Leader Flannery in Lavaridge Town before you can fully explore the Fiery Path. You can use Strength to move heavy boulders outside of battle once you possess the Heat Badge.

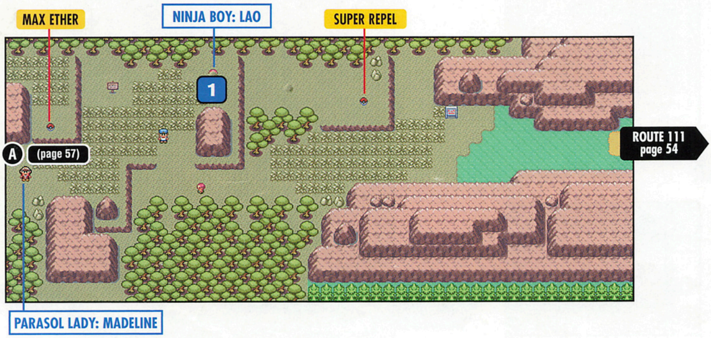


Plan ahead when you move the heavy boulders that block areas of the Fiery Path. If you push the boulders the wrong way, you'll have to leave and try again.

ROUTE 113

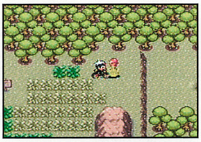


Snowlike volcanic ash drifts down from Mt. Chimney, covering every bush and tree along Route 113. Pokémon and Pokémon Trainers are hidden in the ash, so be on the lookout. After you get the Soot Sack from the Glass Workshop owner, run through the tall grass to collect an abundance of volcanic ash.

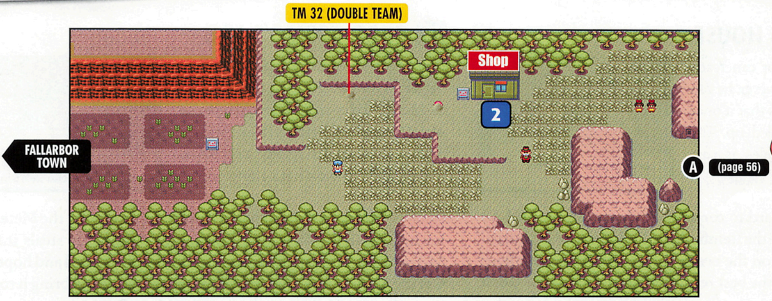


1 NINJA BOY AMBUSH

As you approach a suspicious-looking mound of volcanic ash, Ninja Boy Lao will leap out and challenge you to a Pokémon battle. Ninjas pride themselves on being stealthy and quick—the Pokémon they carry reflect that.



Hoenn's ninjas camouflage themselves then leap out at unsuspecting Trainers. A keen eye can spot them and anticipate the battle.



2 THE GLASS WORKSHOP **SOOT SACK**

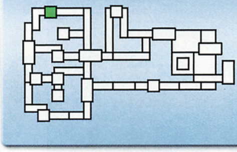
The Glass Workshop on Route 113 is known for its glass items. Talk to the workshop owner—he'll give you the Soot Sack. Collect volcanic ash in the sack by walking, running and riding your bike through ash-covered grass. Exchange your ash at the workshop for the items shown to the right.

Just take that SOOT SACK and walk through piles of ash, huff-puff.♥

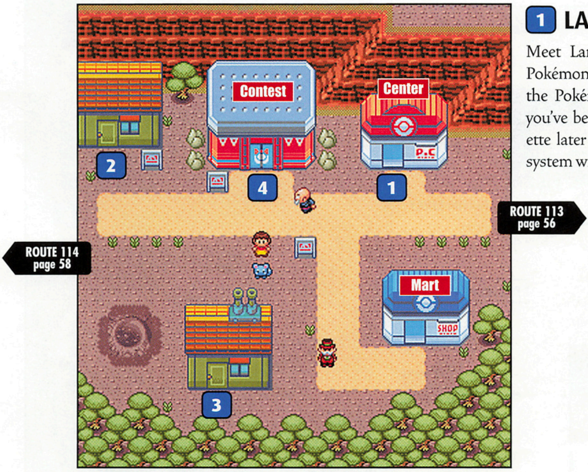
Glass Workshop

BLUE FLUTE	250 steps
YELLOW FLUTE	500 steps
RED FLUTE	500 steps
WHITE FLUTE	1,000 steps
BLACK FLUTE	1,000 steps
PRETTY CHAIR	6,000 steps
PRETTY DESK	8,000 steps

FALLARBOR TOWN



Fallarbor Town is a small community nestled at the foot of Mt. Chimney. Although volcanic ash steadily falls on the town, the citizens are able to grow some hardy plants. Fallarbor Town boasts a few unique attractions, such as Professor Cozmo's lab, the Move Tutor's house and the Super Rank Pokémon Contest Hall.



1 LANETTE'S PC

Meet Lanette in Fallarbor Town's Pokémon Center. Lanette designed the Pokémon Storage System that you've been using. If you visit Lanette later on Route 114, the storage system will be named Lanette's PC.

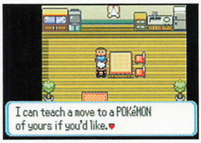
Honestly, I'm glad to meet you - it's great you're using the Storage System.♥

Lanette is pleased to see Pokémon Trainers using her state-of-the-art PC.

POKéMON MART

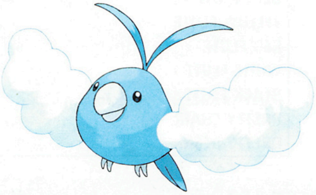
ANTIDOTE	100	SUPER POTION	700
DIRE HIT	650	SUPER REPEL	500
ESCAPE ROPE	550	X ATTACK	500
GREAT BALL	600	X DEFEND	550
GUARD SPEC.	700	X SPECIAL	350
PARALYZE HEAL	200	X SPEED	350

2 MOVE TUTOR'S HOUSE

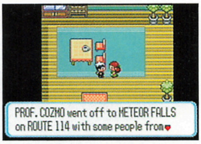

I can teach a move to a POKéMON of yours if you'd like.

Fallarbor Town's Move Tutor can teach moves to any Pokémon. However, he can teach a Pokémon only moves that it once knew, but forgot as it leveled up. The Move Tutor takes Heart Scales as payment for his service.

LATER Heart Scales are hard to come by until you can use HM 08 (Dive) outside of battle. Use the Itemfinder to find Heart Scales buried in the sand on a beach, or on the ocean floor. Check the ocean floor from Routes 124 to 128 for the best results. You can also use the Good Rod or the Super Rod on Route 128 or in Ever Grande City to catch a Luvdisc Pokémon—they sometimes carry Heart Scales.



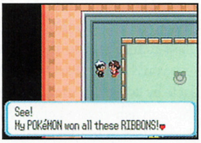
3 PROF. COZMO'S LAB


PROF. COZMO went off to METEOR FALLS on ROUTE 114 with some people from

Enter Professor Cozmo's lab and talk to his assistant to learn that Cozmo went to Meteor Falls with Team Magma or Aqua. Something sounds fishy. Find the professor and his shady escorts at Meteor Falls to see what's going on.

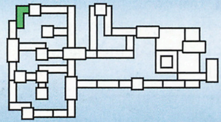
LATER Professor Cozmo had his heart set on getting the Meteorite for his research. When Team Magma or Team Aqua steals it from Meteor Falls, Professor Cozmo is left feeling depressed and hopeless. Get the Meteorite back at Mt. Chimney's summit and bring it to Professor Cozmo. He'll reward you with TM 27 (Return).

4 SUPER RANK CONTEST

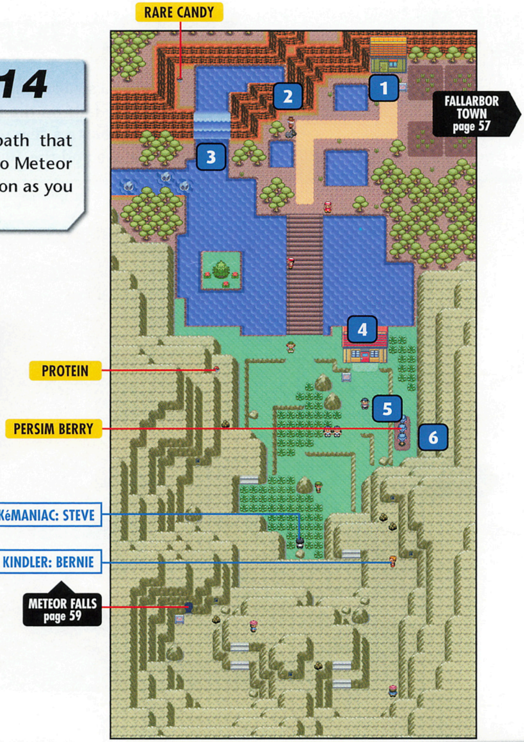

See!
My POKéMON won all these RIBBONS!

Fallarbor Town's Pokémon Contest Hall features Super Rank contests. Pokémon that have won a ribbon in the Normal Rank Pokémon Contest held in Verdanturf Town can participate in the same category of Super Rank contest here.

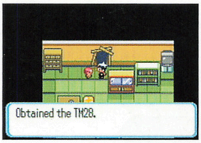
ROUTE 114



Route 114 is a rugged path that connects Fallarbor Town to Meteor Falls. Look for new Pokémon as you hike the path!



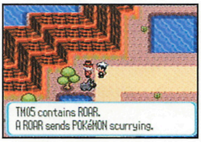
1 FOSSIL MANIAC'S HOUSE **TM 28 (DIG)**


Obtained the TM28.

The Fossil Maniac lives along Route 114, where he digs for hours on end searching for rare Pokémon fossils. Talk to the Fossil Maniac's younger brother inside the house to obtain TM 28 (Dig) so you can dig holes, too!

2 POOCHYENA'S ROAR **TM 05 (ROAR)**

Stop and chat with the elderly man standing near the Fossil Maniac's house. His Poochyena loves to roar loudly when Pokémon approach, but to the elderly man's dismay, it scares the Pokémon away. The elderly man will give you his TM 05 (Roar).


TM05 contains ROAR.
A ROAR sends POKéMON scurrying.

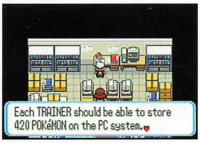
3 USE WATERFALL TO REACH RARE CANDY

LATER You won't be able to reach Route 114's northwestern corner until you can use Waterfall outside of battle. After you get HM 07 (Waterfall) in the Cave of Origin and defeat Gym Leader Wallace in Sootopolis City to get the Rain Badge, use Waterfall to reach the Rare Candy hidden on the ledge above the waterfall.

4 LANETTE'S HOUSE

SEEDOT DOLL **LOTAD DOLL**

After you meet Lanette in Fallarbor Town's Pokémon Center, visit her house along Route 114. Lanette will give you the Seedot Doll in Ruby Version, or the Lotad Doll in Sapphire Version. She'll also offer some advice about her storage system.



Each TRAINER should be able to store 420 POKéMON on the PC system.♥

5 A BERRY PER DAY!

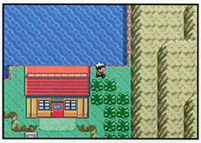
BLUK BERRY **NANAB BERRY** **PINAP BERRY** **RAZZ BERRY** **WEPEAR BERRY**

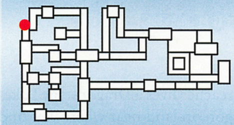
An enthusiastic Pokémon Trainer is collecting berries so he can win every Pokémon Contest. If you talk to him, he'll generously give you one of the five berry types listed above. The boy will give you one berry per day, so visit him often!

6 SLIP BEHIND LANETTE'S HOUSE

PERSIM BERRY

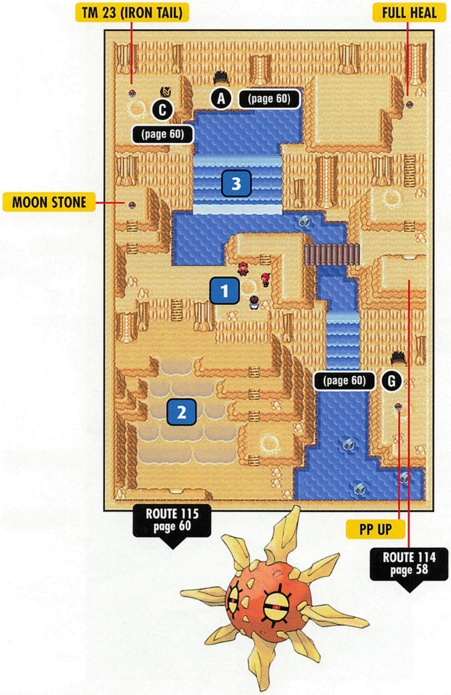
Three Persim Berry plants are growing on a ledge to the left of Lanette's house. You can walk or ride your bike on a narrow path behind Lanette's house to reach the rare berries.





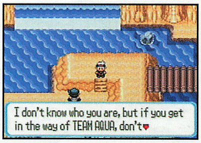
METEOR FALLS

Meteor Falls is a mysterious cavern with a subterranean river flowing through it. Professor Cozmo has led Team Magma or Team Aqua into Meteor Falls in search of a real Meteorite. You'll need to use Surf and Waterfall to reach certain areas of Meteor Falls. On your first visit to the cavern, view the confrontation between Team Magma and Team Aqua.

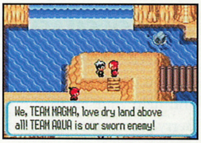


1 MAGMA VS. AQUA!

Enter Meteor Falls to find Professor Cozmo and Team Magma or Team Aqua discussing the Meteorite they've found. The opposing team will appear, and a squabble will break out. After Team Magma or Team Aqua runs off with the Meteorite, you'll learn a little more about the two teams from Team Magma's leader, Maxie, or from Team Aqua's leader, Archie. Pursue Team Magma or Team Aqua to Mt. Chimney to retrieve the Meteorite.



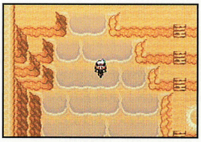
I don't know who you are, but if you get in the way of TEAM AQUA, don't♥



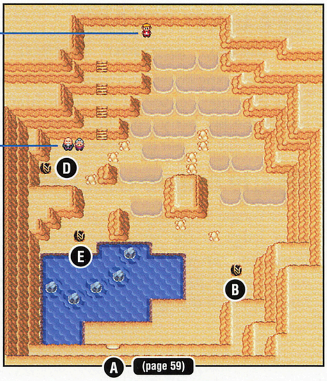
We, TEAM MAGMA, love dry land above all! TEAM AQUA is our sworn enemy!

2 ONE-WAY SLOPE

The southwestern corner of Meteor Falls consists of small puddle-filled ledges that you can hop down but can't climb back up. If you want to return to the cavern's upper portion, climb the steps to the right of the slope.



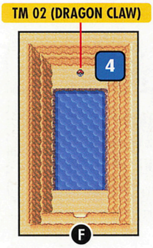
The strange stone formations in Meteor Falls have eroded through the years, creating a slippery slope.

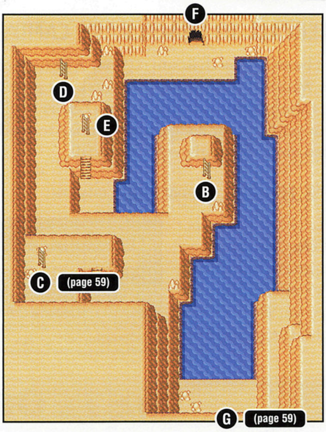


DRAGON TAMER: NICOLAS
After you defeat him five times, Dragon Tamer: Nicolas will give you a Dragon Fang.

OLD COUPLE: JOHN & JAY

TM 02 (DRAGON CLAW)





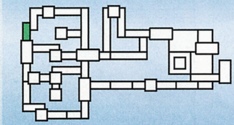
3 WATERFALL SECRETS

LATER Once you have HM 07 (Waterfall) in the Cave of Origin and the Rain Badge from the Sootopolis City Pokémon Gym, you can use Waterfall to reach the secret areas of Meteor Falls to find a few TMs and a rare Pokémon.

4 CAVERN RARITIES

Within the Meteor Falls' deepest reaches lives a Dragon-type Pokémon called Bagon. Search for Bagon on land near where you find TM 02 (Dragon Claw).

ROUTE 115



You'll need to use Surf to reach a large portion of Route 115, including the Meteor Falls entrance if you're traveling from Rustboro City.

1 ROCK SMASH TO OPEN A PATH

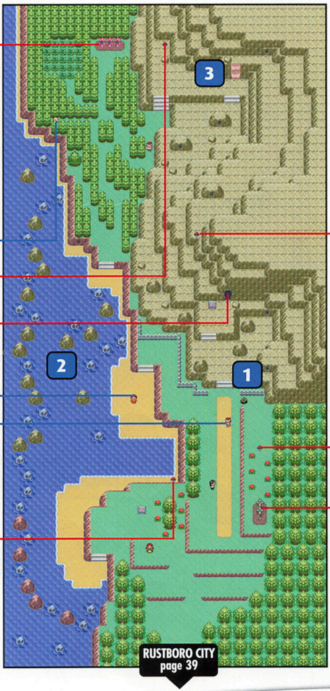
Use Rock Smash to destroy the rock that blocks the upper plateau. Grab the Great Ball that is lying near the flowers and help yourself to some Bluk Berries from the two Bluk Berry plants. Don't forget to replant some berries!

2 SURF NORTH FOR MORE

LATER Return to Route 115 after you're able to use Surf outside of battle. Surf to the northern part of Route 115 to battle Expert Timothy and pick some rare Kelpsy Berries from the three Kelpsy Berry plants. You can also pick up TM 01 (Focus Punch), a powerful Fighting-type move.

3 MACH BIKE CLIMB

LATER When you return to Route 115 and you can use Surf in the field, remember to bring your Mach Bike! Hop on your Mach Bike and ride up the sandy slope in Route 115's northeastern corner to reach the Defense-increasing Iron on the ledge south of the slope.



KELPSY BERRY

EXPERT: TIMOTHY

TM 01 (FOCUS PUNCH)

METEOR FALLS
page 59

BATTLE GIRL: CYNDY

BLACK BELT: NOB
After you defeat him five times, Black Belt: Nob will give you a Black Belt.

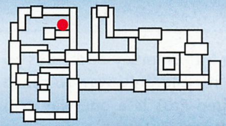
SUPER POTION

IRON

GREAT BALL

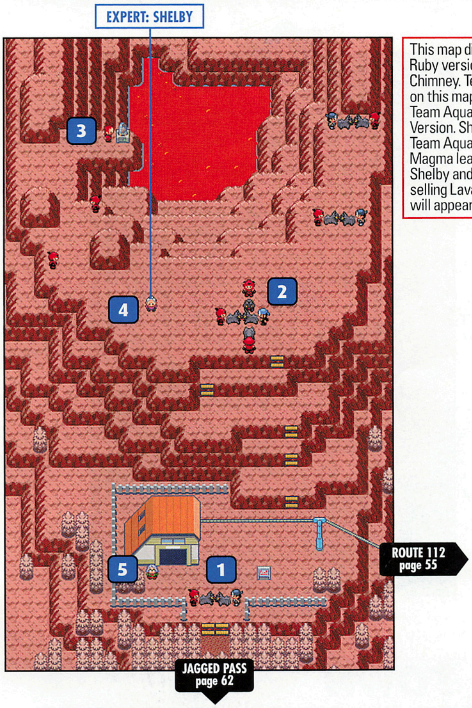
BLUK BERRY

RUSTBORO CITY
page 39



MT. CHIMNEY

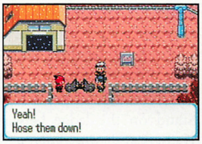
Team Magma and Team Aqua are gathering their forces atop Mt. Chimney—each trying to thwart the other's goals. After one of the teams makes off with the Meteorite from Meteor Falls, the cable car on Route 112 will be open for service again. Ride the cable car to Mt. Chimney's summit to stop the thieving team from using the Meteorite!



This map displays the Ruby version of Mt. Chimney. Team Magma on this map will be Team Aqua in Sapphire Version. Shortly after Team Aqua and Team Magma leave, Expert Shelby and a woman selling Lava Cookies will appear.

1 MAGMA AND AQUA FACE-OFF

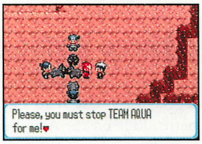
Near the Mt. Chimney cable car station, a Team Magma Grunt and a Team Aqua Grunt are in a heated battle over the Meteorite's use. Walk past them to Mt. Chimney's summit.



Yeah!
Hose them down!

2 HELP TEAM AQUA OR TEAM MAGMA

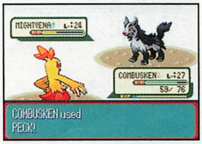
Talk to the team leader atop Mt. Chimney as he single-handedly holds off three of the enemy team's Grunts. He'll urge you to stop the opposing team's leader.



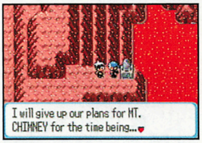
Please, you must stop TEAM AQUA for me!♥

3 BATTLE FOR THE METEORITE

Defeat the Team Magma or Team Aqua Grunt and Admin to reach the team's leader. To battle, talk to Maxie in Ruby Version or to Archie in Sapphire Version. Team Magma's Maxie uses a Level-24 Mightyena, a Level-24 Golbat and a Level-25 Camerupt. Team Aqua's Archie uses a Level-24 Mightyena, a Level-24 Golduck and a Level-25 Sharpedo. After you defeat your adversary, take the Meteorite back to Professor Cozmo in Fallarbor Town for safe keeping.



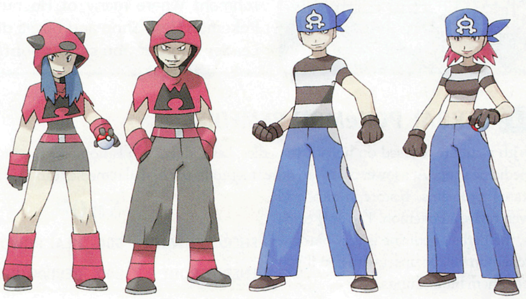
COMBUSKEN used PECK!

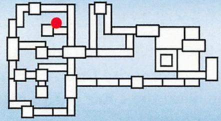


I will give up our plans for MT. CHIMNEY for the time being...♥

4 5 RETURN TO THE SUMMIT **LAVA COOKIE**

LATER After you've returned the Meteorite to Professor Cozmo and visited Lavaridge Town, return to Mt. Chimney to find a gathering of wealthy Pokémon Trainers and a woman selling Lava Cookies. You can fight Expert Shelby and buy Lava Cookies from the elderly woman near the cable car station. Lava Cookies cost ₽200, and they cure all negative Pokémon status conditions. They're great to have, so buy as many as you can hold while you're at the summit. The Lava Cookie-selling lady will always be there, so you can buy more later.



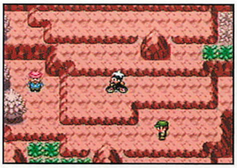


JAGGED PASS

Cliffs and hardy trees populate the pass that runs through Mt. Chimney and leads to Route 112. Hiking down Jagged Pass is a real workout and it's the only way to reach Lavaridge Town, which is beyond Route 112. Normally, Jagged Pass is a one-way trip down, but with the Acro Bike you can hop up the stone paths to explore.

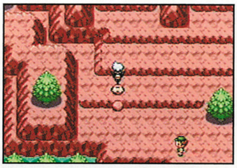
1 CHOOSE YOUR PATH

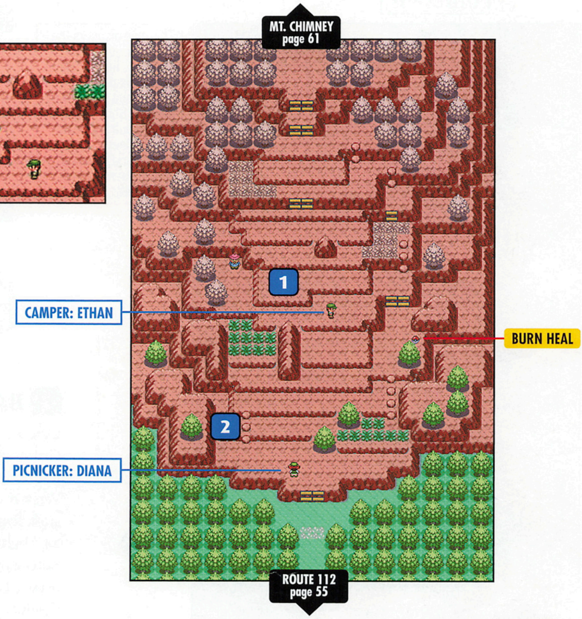
There are two Pokémon Trainers on opposite slopes of Jagged Pass. You won't encounter them both without the Acro Bike—unless you take the Mt. Chimney cable car to the top of the pass. Stand on the ledge between the two Trainers and jump down to their level.

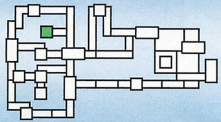


2 ACRO-BIKING UP JAGGED PASS

Choose the Acro Bike from Rydel's Cycles and bring it to Jagged Pass. Use it to ride up the pass's bumpy rock paths. Ride on the Acro Bike and hold down B to perform bunny-hops. While the bike is hopping, press in the direction you want to go to jump up the stone steps.







LAVARIDGE TOWN

Built around a natural hot spring at Mt. Chimney's base, Lavaridge Town is a soothing environment where many of Hoenn's elderly citizens come to relax. Visit Lavaridge Town's Pokémon Herb Shop and take a dip in the hot spring to loosen up for your battle with Gym Leader Flannery. You can also obtain a Pokémon Egg from an elderly lady in town.

1 HERBAL POKéMON REMEDIES **CHARCOAL**

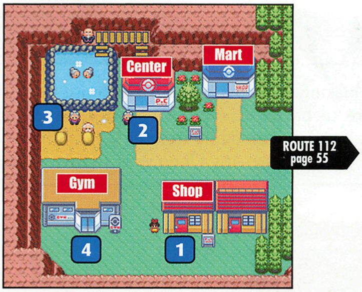
With a culture focused on holistic remedies, Lavaridge Town is home to Hoenn's only herbal medicine shop. At a lower cost than other methods, the herbal remedies can heal any Pokémon status problems, restore health and even revive a Pokémon. The only catch is, the herbal medicine is very bitter—Pokémon will be upset with you if you feed them bitter things.

SHOP

ENERGYPOWDER	500	HEAL POWDER	450
ENERGY ROOT	800	REVIVAL HERB	2,800

POKéMON MART

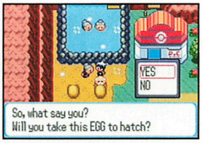
ANTIDOTE	100	REVIVE	1,500
AWAKENING	250	SUPER POTION	700
BURN HEAL	250	SUPER REPEL	500
GREAT BALL	600	X SPEED	350
PARALYZE HEAL	200		



2 SOOTHE YOURSELF IN THE HOT SPRING

The entrance to the hot spring is through a door in the upper-left corner of Lavaridge Town's Pokémon Center. The hot spring's waters are relaxing and therapeutic to Pokémon and their Trainers, but they can't heal or restore.

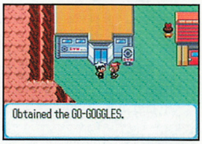
3 WHAT WILL HATCH? **POKéMON EGG**



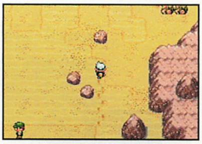
So, what say you?
Will you take this EGG to hatch?

The elderly woman on the hot sand is warming a Pokémon Egg, hoping that it will hatch. She'll decide that the Pokémon Egg would grow better with a Trainer and give it to you. Travel with the Egg—a Wynaut will hatch!

4 A GIFT FROM YOUR RIVAL **GO-GOGGLES**



Obtained the GO-GOGGLES.



When you exit the Lavaridge Pokémon Gym with your newly acquired Heat Badge in hand, your rival will approach you. Your rival is so impressed with how well you're doing as a Pokémon Trainer that he or she will give you the Go-Goggles. When you enter the Desert Ruins along Route 111, the Go-Goggles will protect your eyes from the sandstorm.

GYM LEADER FLANNERY

LEVEL 26	SLUGMA	FIRE
LEVEL 26	SLUGMA	FIRE
LEVEL 28	TORKOAL	FIRE

RECOMMENDED MOVE TYPES: GROUND, ROCK, WATER

The Lavaridge Town Pokémon Gym is built over the hot sand. A steamy haze fills the halls, and Pokémon Trainers leap from the sand to battle. The Trainers and Gym Leader Flannery use Fire-type Pokémon—some of which are dual-types. Follow the map on the right to get through the Gym's complex maze. Water-type Pokémon with moves such as Water Gun and Bubble Beam will douse the Fire-type Pokémon in a snap! When taking on Gym Leader Flannery, watch out for her Torkoal's superpowerful Fire-type move, Overheat. It can make a Pokémon faint in one hit. Bring along plenty of Potions and Revives for the battle.

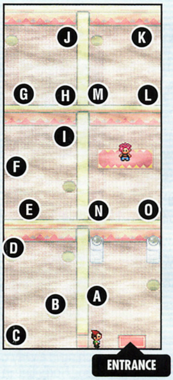
TORKOAL L:28
KIRLIA L:27
64/ 64

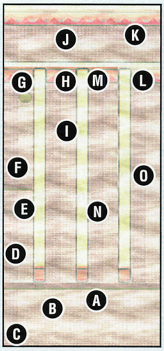
Foe TORKOAL used OVERHEAT!

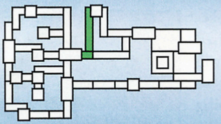
PRIZES:

HEAT BADGE & TM 50 (OVERHEAT)

All Pokémon at or below Level 50 will obey you when you possess the Heat Badge. The badge also lets you use HM 06 (Strength) outside of battle to move heavy boulders. TM 50 (Overheat) is a strong Fire-type attack that sharply lowers the user's Special Attack.

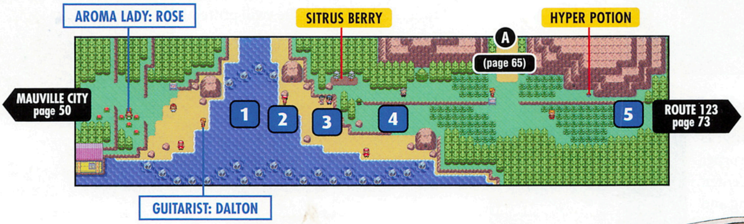






ROUTES 118 & 119

A wide river flows through Route 118, making it impossible to reach Route 119 without a Pokémon that can use Surf. Prepare to battle as soon as you step on the sandy beach—many eager Pokémon Trainers await you along Routes 118 & 119. Bring a well-rounded Pokémon team on this leg of your journey—it's a long walk to the next town.



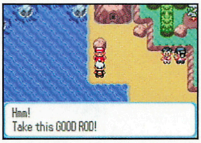
1 SURF TO THE EAST

LATER You'll need to use Surf to reach Route 118's eastern side. After you get HM 03 (Surf) from Wally's parents in Petalburg City and earn the Balance Badge from the Petalburg City Pokémon Gym, you'll be able to Surf freely across the water between Route 118's eastern and western shores.

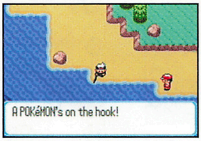
When you surf across the water on Route 118, watch out for wild Pokémon. Some Pokémon appear only when you are surfing.

2 FISHING LIKE A PRO **GOOD ROD**

When the fisherman standing on Route 118's eastern shore asks you if you think the Good Rod is good, answer "Yes." Overjoyed that you agree with him, the fisherman will give you the Good Rod. It is stronger than the Old Rod but takes a little practice to use. Try fishing with the Good Rod in areas you've already fished with the Old Rod—you could catch new Pokémon! When you feel a Pokémon tugging on the hook, quickly press A to reel in your catch.

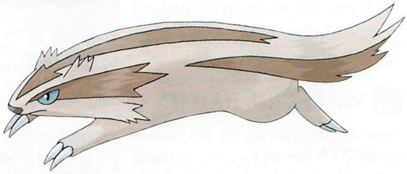


Hmm!
Take this GOOD ROD!



A POKéMON's on the hook!

Fishing is a way of life. Cast your Good Rod's line in any water—you never know what you'll catch!

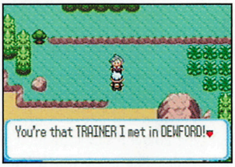


3 INTERVIEWER GABBY & TY—A REMATCH

Interviewer Gabby & Ty were so impressed with your last interview that they'd like a follow-up interview. Take on the pair in a two-on-two battle. Interviewer Gabby & Ty will battle with a Level-27 Magnemite and a Level-27 Loudred. Show the interviewers how much stronger you've become since your last encounter, then let them interview you. Check the TVs in houses that you visit—you might see your shining interview!

4 A FATEFUL ENCOUNTER WITH STEVEN

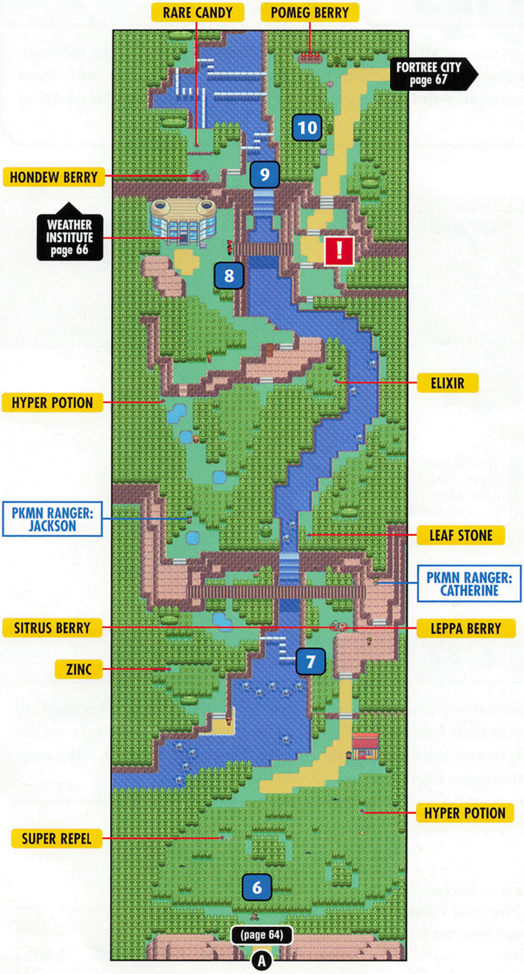
Steven will approach you on Route 118 and give you some valuable advice in the form of a few curious questions. Steven will hint that you should raise many different Pokémon types to become a strong Pokémon Trainer.

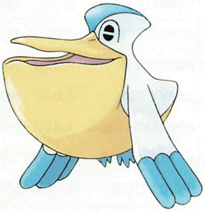


You're that TRAINER I met in DEWFORD!♥

5 A GLIMPSE OF ROUTE 123

You can explore Route 123's western side by traveling east along Route 118. You'll encounter the Berry Master's House and a few Pokémon Trainers, but a plateau blocks the rest of Route 123. You'll need to take Route 122 to reach the rest of Route 123.

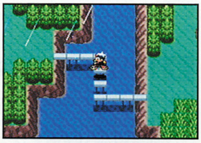

RARE CANDY
POMEG BERRY
FORTREE CITY page 67
10
HONDEW BERRY
9
WEATHER INSTITUTE page 66
!
8
ELIXIR
HYPER POTION
PKMN RANGER: JACKSON
LEAF STONE
PKMN RANGER: CATHERINE
SITRUS BERRY
LEPPA BERRY
7
ZINC
HYPER POTION
SUPER REPEL
6
(page 64)
A



6 TALL GRASS TANGLE

The thick, tall grass that grows everywhere along Route 119 gets tangled in bike tires, making it impossible to ride. You'll have to stow your bike while you walk through the grass. Look for other Trainers standing in the grass—you can see only their heads.

7 ACRO BIKE TRICKS



You can cross narrow bridges with your Acro Bike. While riding the Acro Bike, simultaneously tap B and press the Control Pad in the direction you want to jump.

8 WEATHER INSTITUTE INVASION

Just when you thought it was gone, you find Team Magma or Team Aqua blocking the bridge near the Weather Institute. Enter the Weather Institute to investigate and to defeat the team members causing trouble inside—then the Grunts will be gone. See page 66 for more Weather Institute info.

9 WATERFALL OF SECRETS

LATER **After you get Waterfall from the Cave of Origin and the Rain Badge from Sootopolis City, use Waterfall to reach Route 119's northern area. Bring the Devon Scope and the Acro Bike to reach the Rare Candy and Hondew Berries.**

10 SUSPICIOUS-LOOKING TREE

Ninjas use Route 119's environment as camouflage. Beware of suspicious-looking rocks and trees. If you get too close, a hiding ninja will leap out and demand a Pokémon battle!

! RIVAL BATTLE 3

or

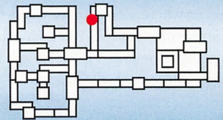
TREECKO	LEVEL 29	WAILMER	WTR
	LEVEL 29	SHROOMISH	GRS
	LEVEL 31	COMBUSKEN	FIRE-FTG
TORCHIC	LEVEL 29	SHROOMISH	GRS
	LEVEL 29	NUMEL	FIRE-GRD
	LEVEL 31	MUDKIP	WTR-GRD
MUDKIP	LEVEL 29	WAILMER	WTR
	LEVEL 29	NUMEL	FIRE-GRD
	LEVEL 31	GROVYLE	GRS

RECOMMENDED MOVE TYPES: ELECTRIC, FIRE, FLYING, GRASS, WATER

Your rival uses the same Pokémon for your second and third battles, but the Pokémon grow between the two battles. After the battle, your rival will give you HM 02 (Fly). You need the Feather Badge from Fortree City to use Fly in the field.

PRIZE:

HM 02 (FLY)



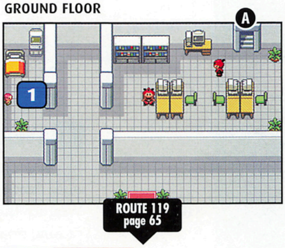
WEATHER INSTITUTE

The scientists who work in the Weather Institute are researching ways to use the rain. They have created a Pokémon that they claim can change the weather at will. Team Magma or Team Aqua has caught wind of the Weather Institute's studies and is plotting to capture the Pokémon.

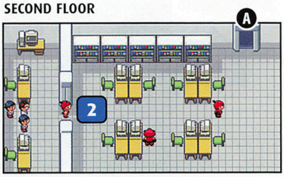
1 REST & PREPARE

The walk to the Weather Institute was long, and your Pokémon could probably use a little rest. Take a quick nap in the bed on the Weather Institute's bottom floor. There's a PC conveniently located next to the bed—use it to organize and prepare your Pokémon for battle.

GROUND FLOOR



SECOND FLOOR



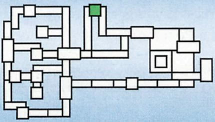
2 IN THE NAME OF SCIENCE

MYSTIC WATER **CASTFORM**

Defeat all the Team Magma or Team Aqua members in the Weather Institute to save the professor and his assistants. The professor will give you the Pokémon Castform to thank you. Castform changes its form with the weather.

You're so cute, you're disgusting!
I'll put you down, kiddy!

The Pokémon Castform holds Mystic Water, so you get both items when the professor gives you the Castform. Mystic Water improves one Pokémon's Water-type moves.



FORTREE CITY

Fortree City is a unique community where all the houses are high in the trees. The Fortree City citizens enjoy being one with their Pokémon—especially Flying-type ones. You'll take on the Fortree City Pokémon Gym to earn your sixth badge, the Feather Badge. Visit the city's eastern shop—it offers decorations you won't find anywhere else.

1 POKéMON EXCHANGE

SKITTY

LATER If you manage to catch a Pikachu in the Safari Zone, take it to Fortree City. The girl in the upper-left treehouse wants to trade you her Skitty for your Pikachu. Pikachu are hard to come by in the Safari Zone, so don't give away your only one. Catch a few of them and bring one back for the girl in Fortree City.

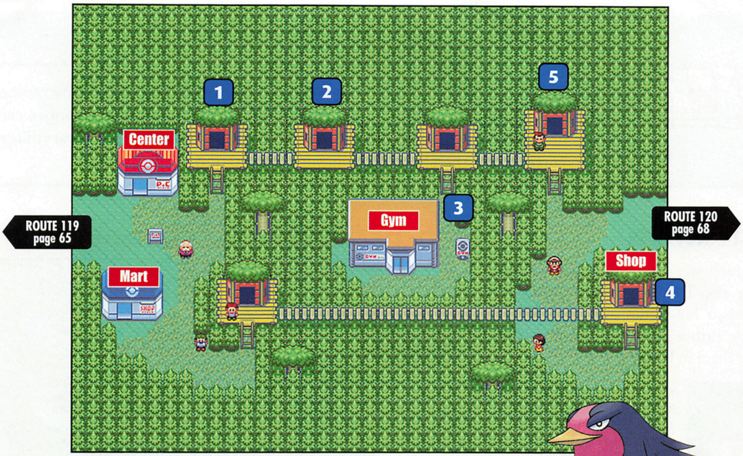
I want a PIKACHU.
Do you have one?♥

POKéMON MART

ANTIDOTE	100	REVIVE	1,500
AWAKENING	250	SUPER POTION	700
GREAT BALL	600	SUPER REPEL	500
HYPER POTION	1,200	ULTRA BALL	1,200
PARALYZE HEAL	200	WOOD MAIL	50

SHOP

BRICK DESK	9,000	BRICK CHAIR	2,000
CAMP DESK	9,000	CAMP CHAIR	2,000
COMFORT DESK	6,000	COMFORT CHAIR	2,000
HARD DESK	9,000	HARD CHAIR	2,000
HEAVY DESK	6,000	HEAVY CHAIR	2,000
POKéMON DESK	3,000	POKéMON CHAIR	2,000
RAGGED DESK	6,000	RAGGED CHAIR	2,000
SMALL DESK	3,000	SMALL CHAIR	2,000



2 USE YOUR HIDDEN POWER **TM 10 (HIDDEN POWER)**

Oh! Yes, correct!♥

An elderly woman in Fortree City is in tune with the hidden powers all people possess and she tests your hidden power with a game. Choose which hand she is hiding a coin in. If you choose correctly three times, she'll give you TM 10 (Hidden Power). You can keep trying if you fail.

3 DEVON SCOPE SIGHTINGS

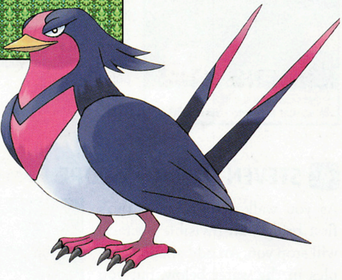
LATER **There's something blocking the base of the ladder that leads to Fortree City's Pokémon Gym. Find Steven standing on a bridge on Route 120—he'll give you the Devon Scope. Return to the blocked stairway and use the Devon Scope to see the Pokémon Kecleon.**

4 DECORATION SHOP

Fortree City's decoration shop has a selection of desks and chairs that ranges from Comfort Desks to Camp Chairs. You can't buy the shop's items anywhere else in Hoenn, so buy something for your Secret Base while you're visiting Fortree City.

5 WINGULL EXPRESS **MENTAL HERB**

LATER **A boy in Fortree City is corresponding with a girl in Mossdeep City. Talk to the boy in Fortree City, then look for his Wingull in Mossdeep City later. After you've found his Wingull in Mossdeep City, return to Fortree City and talk to him—he'll give you the Mental Herb.**



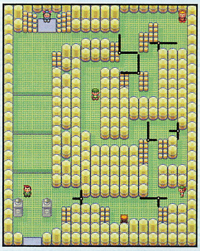
GYM LEADER WINONA

LEVEL 31	SWELLOW	NRM-FLY
LEVEL 30	PELIPPER	WTR-FLY

LEVEL 32	SKARMORY	STL-FLY
LEVEL 33	ALTARIA	DRG-FLY

RECOMMENDED MOVE TYPES: ELECTRIC, ICE, ROCK

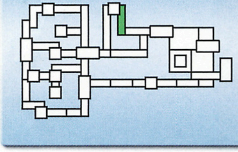
The Fortree City Pokémon Gym is a haven for Flying-type Pokémon and their Trainers. You'll need to negotiate a maze of revolving doors to reach the Gym's four Trainers and eventually face Winona. Each Trainer uses Flying-type Pokémon, some of which are dual-types. Bring at least one strong Ice-, Electric- or Rock-type Pokémon with corresponding move types to face Winona. Moves such as Thunder (Electric-type) and Rollout (Rock-type) are extremely useful against Winona's Pokémon.



PRIZES:

FEATHER BADGE & TM 40 (AERIAL ACE)

With the Feather Badge in your possession, all Pokémon at or below level 70 will obey you. The Feather Badge enables you to use HM 02 (Fly) outside of battle to travel. Winona also gives you TM 40 (Aerial Ace)—a Flying-type move with amazing speed and accuracy.

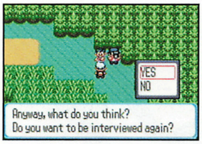


ROUTE 120

The weather along Route 120 changes often and in extreme ways. One moment it will be bright and sunny, the next moment dark and raining. The weather changes can affect your Pokémon in battle. It's another long walk to the next town, so finish everything you need to do in Fortree City, then head for your next destination—Lilycove City.

1 GABBY & TY RETURN

You'll bump into Interviewer Gabby & Ty again along Route 120. This time, they'll battle you with a Level-30 Loudred and a Level-30 Magneton. After your third battle with them, the enthusiastic pair will appear in the spots you've met them in before.

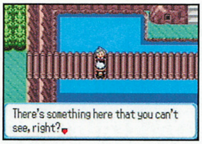


Anyway, what do you think?
Do you want to be interviewed again?

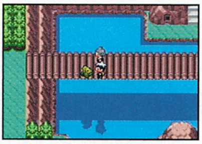
After every battle with Interviewer Gabby & Ty, they'll ask you for an interview. Chat with them and watch the TV for your appearance.

2 STEVEN'S DEVON SCOPE **DEVON SCOPE**

As you walk across Route 120's first bridge, an invisible obstacle will stop you. An odd shadow ripples in the water below, but you can't tell what caused it. Steven will use his Devon Scope to show you a wild Kecleon on the bridge. After you battle it, Steven will give you the Devon Scope. Return to Fortree City and use the Devon Scope to see the Kecleon that blocks the ladder to the Gym.

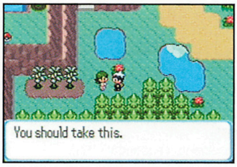


There's something here that you can't see, right?

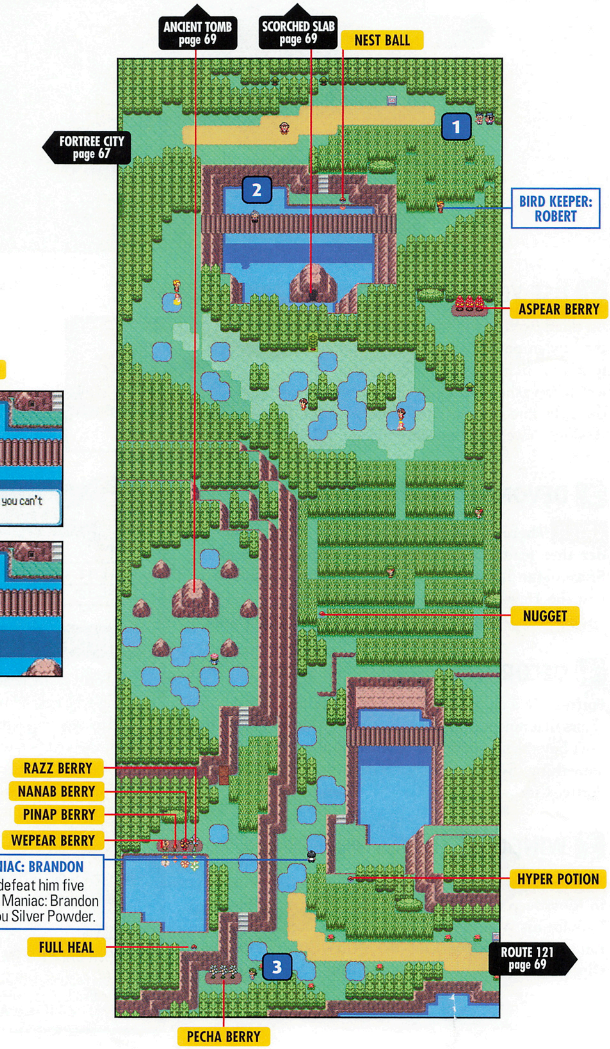


3 RARE-BERRY GIRL **BERRY (RANDOM)**

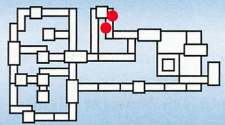
A generous woman along Route 120 will give you one rare berry per day. Which berry she gives you is random, but you can bet it'll be a hard-to-find one. Use the berry to make PokéBlocks—or better yet, plant it so you can harvest even more!



You should take this.


ANCIENT TOMB page 69
SCORCHED SLAB page 69
NEST BALL
FORTREE CITY page 67
1
2
BIRD KEEPER: ROBERT
ASPEAR BERRY
NUGGET
RAZZ BERRY
NANAB BERRY
PINAP BERRY
WEPEAR BERRY
HYPER POTION
FULL HEAL
3
ROUTE 121 page 69
PECHA BERRY

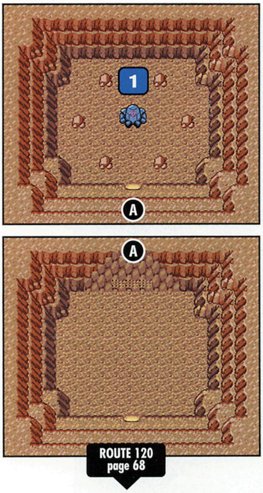
BUG MANIAC: BRANDON
After you defeat him five times, Bug Maniac: Brandon will give you Silver Powder.



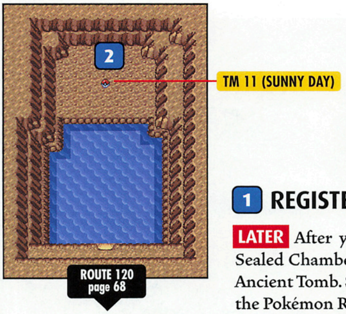
SCORCHED SLAB & ANCIENT TOMB

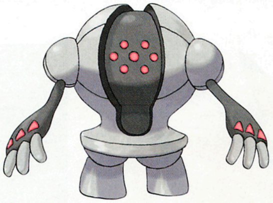
There are two huge, mysterious rocks along Route 120. One is the Scorched Slab and the other is the Ancient Tomb. You can enter the Scorched Slab by surfing to the island, but you won't be able to enter the Ancient Tomb until much later, because the cavern is somehow tied to the ones on Route 105 and Route 111.

ANCIENT TOMB


1
A
A
ROUTE 120
page 68

SCORCHED SLAB


2
TM 11 (SUNNY DAY)
ROUTE 120
page 68

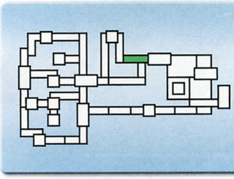


1 REGISTEEL AWAITS YOU

LATER After you've solved the ancient mysteries within the Sealed Chamber on Route 134 (see page 95), you can enter the Ancient Tomb. Solve the mysteries in the Ancient Tomb to make the Pokémon Registeel appear.

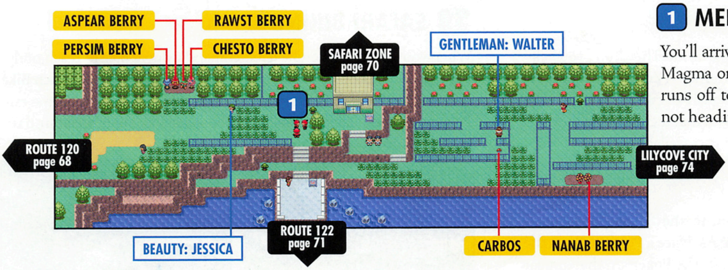
2 MAKE IT A SUNNY DAY

Use Surf to reach the Scorched Slab on Route 120. An invisible Kecleon is blocking the entrance to it. Use the Devon Scope to see the Kecleon, and defeat it when it attacks you. Enter the Scorched Slab to find TM 11 (Sunny Day).



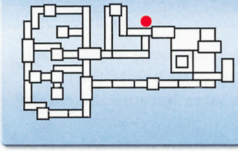
ROUTE 121

Route 121 branches off into three important areas. South, across the water, is Mt. Pyre—a resting place for defeated Pokémon and where you should head first. (Use Surf to reach it.) The north branch leads to the popular Safari Zone, which is enclosed by a fence that stretches across the grass as far as the eye can see. The east branch leads to beautiful Lilycove City.


ASPEAR BERRY
RAWST BERRY
PERSIM BERRY
CHESTO BERRY
SAFARI ZONE
page 70
GENTLEMAN: WALTER
1
ROUTE 120
page 68
LILYCOVE CITY
page 74
BEAUTY: JESSICA
ROUTE 122
page 71
CARBOS
NANAB BERRY

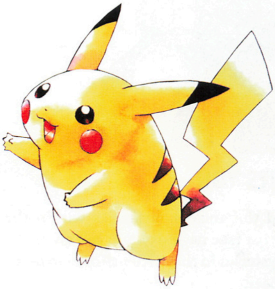
1 MEDDLING TEAMS

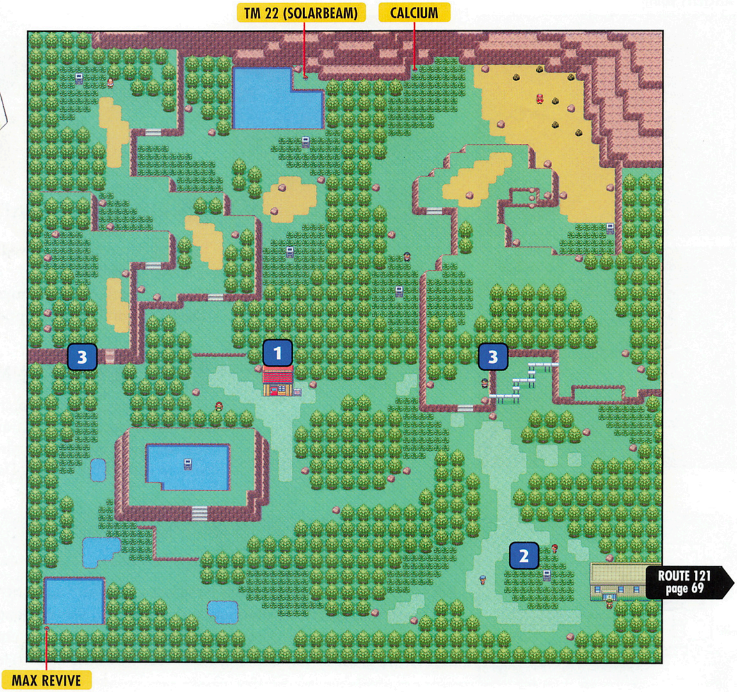
You'll arrive on Route 121 just in time to see Team Magma or Team Aqua gathering. When the team runs off to Mt. Pyre, give chase. They're certainly not heading there to pay their respects.



SAFARI ZONE

The Safari Zone is a natural haven for rare Pokémon such as Pikachu, Heracross and Psyduck. Enter the Safari Zone admissions office and pay ₽500 to play the Safari Game. The attendants will give you 30 Safari Balls and send you out into the Safari Zone to hunt. You must exit after you've used all your Safari Balls or walked 500 steps.





1 SAFARI ZONE TIPS

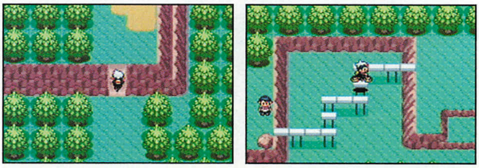
Enter the Rest House and talk to the people inside. They'll give you helpful tips about catching wild Pokémon in the Safari Zone. When you find an area you want to search, stand in one square of tall grass and face different directions without taking a step. With that method, Pokémon will approach you and you won't use up your 500 available steps.

2 POKéBLOCK LURES

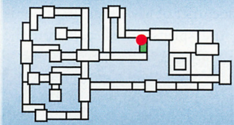
Bring a variety of PokéBlocks with you to the Safari Zone. Some patches of grass conceal PokéBlock Feeders. Place a PokéBlock on the Feeder and search for Pokémon around it. The Pokémon that appear will have natures that like the PokéBlock color you placed out, and they will not flee as quickly as they would have before.

3 SAFARI BIKING

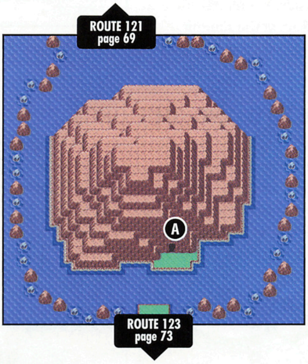
When you talk to the boy, he'll recommend using a bike to reach outlying areas where rare Pokémon may be. You'll need to ride the Mach Bike and the Acro Bike to reach some of the Safari Zone's areas. Some rare Pokémon appear only in certain patches of grass or are more abundant in certain grassy areas, so search everywhere!



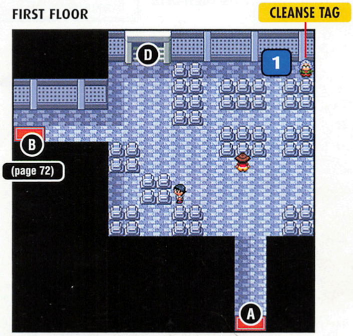
ROUTE 122 & MT. PYRE



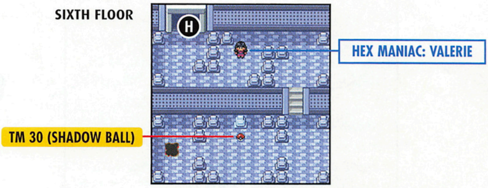
While on Route 121, you overhear Team Magma or Team Aqua discussing plans to go to Mt. Pyre. Surf from the Mt. Pyre pier on Route 121 to reach Mt. Pyre, which is through Route 122. Mt. Pyre is a natural monument where people travel to honor the spirits of departed Pokémon, and Route 122 is the ocean route between Route 121 and Route 123.


ROUTE 121
page 69
A
ROUTE 123
page 73

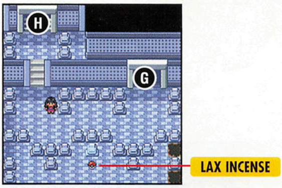
FIRST FLOOR


CLEANSE TAG
D
1
B
(page 72)
A

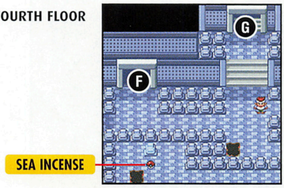
SIXTH FLOOR


H
HEX MANIAC: VALERIE
TM 30 (SHADOW BALL)

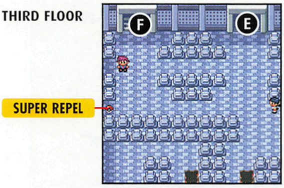
FIFTH FLOOR


H
G
LAX INCENSE

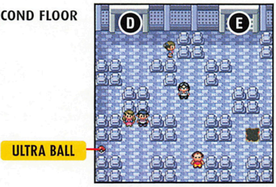
FOURTH FLOOR

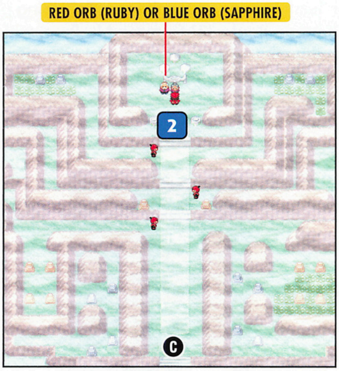

G
F
SEA INCENSE

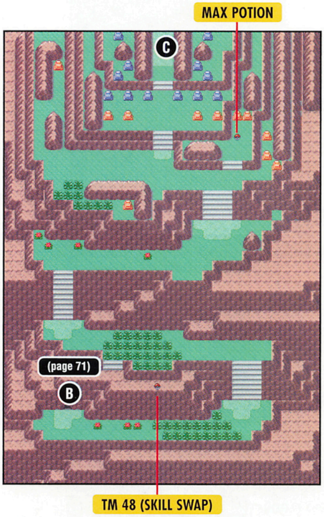
THIRD FLOOR


F
E
SUPER REPEL

SECOND FLOOR

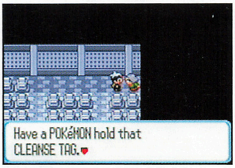

D
E
ULTRA BALL





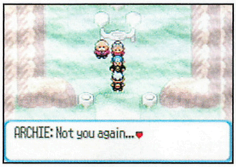
1 AVOID DANGER WITH THE CLEANSE TAG

An elderly woman in the upper-right corner of My. Pyre's first floor is concerned for your safety among the spirits. She'll give you the Cleanse Tag to help protect you. The Cleanse Tag repels wild Pokémon—give it to your lead Pokémon to hold. Follow Team Magma or Team Aqua by exiting through the lower-left door, which leads outside. Climb Mt. Pyre to find the team at the summit.

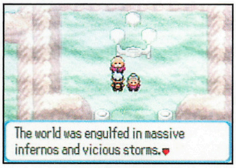

Have a POKéMON hold that CLEANSE TAG.

2 THE RED AND BLUE ORBS

The Red and Blue Orbs symbolize the delicate balance between land and water. If they become separated, who knows what could happen? Team Magma or Team Aqua will storm Mt. Pyre to steal one of the orbs. The troublesome team's leader will snatch the orb from the shrine, distressing the elderly couple who watches over the shrine. The couple will give you the orb that remains and ask you to retrieve the stolen one.

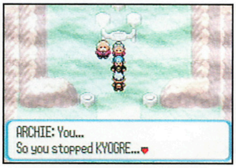

ARCHIE: Not you again...

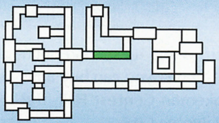
Maxie will steal the Blue Orb in Ruby Version, and Archie will steal the Red Orb in Sapphire Version.


The world was engulfed in massive infernos and vicious storms.

The elderly man atop Mt. Pyre will tell you an ancient story about Hoenn's history and the two orbs' origin.

LATER After you face Groudon in Ruby Version or Kyogre in Sapphire Version, leave the Cave of Origin (see page 90) and return to Mt. Pyre. Climb to the shrine to find Maxie or Archie returning the stolen orb.


ARCHIE: You...
So you stopped KYOGRE...



ROUTE 123

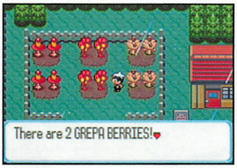
The sweet fragrance of berries and flowers fills the air along Route 123. The landscape is full of plateaus that you can hop down but can't get back up, so look before you leap! Pick and plant some berries and visit the Berry Master's house, where you can get some rare berries and plant as many as a dozen berry types.

1 A GIFT FOR GRASS-TYPE POKéMON

The girl standing by the berry trees loves Grass-type Pokémon. If you talk to her with a Grass-type Pokémon in your party, the girl will give you TM 19 (Giga Drain). Your Grass-type Pokémon can also be a dual-type Pokémon as long as one type is Grass.

2 START A BERRY PATCH

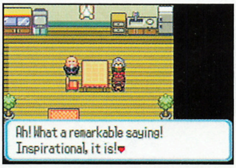
The Berry Master's house is the perfect place to plant your very own berry patch. It's the biggest area of loamy soil in Hoenn. Pick the berries that the Berry Master is growing and plant all kinds of rare berries.



There are 2 GREPA BERRIES!

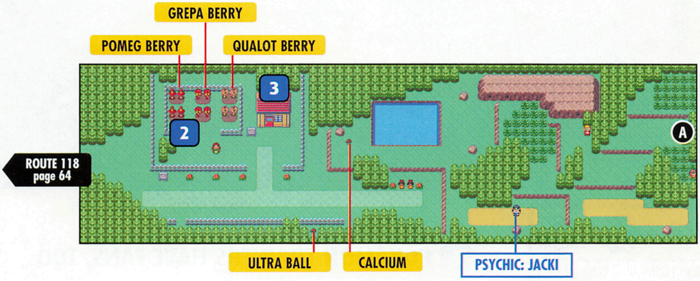
3 BERRY MASTER'S HOUSE **BERRIES**

The Berry Master will give you two random berries once per day. His wife will give you berries, too—she'll give you rare berries if you tell her special phrases when she asks you if you've heard any good sayings. You'll be able to use some words after you've experienced special events. The Berry Master's wife will respond differently to you if you've discovered a secret phrase—she'll give you a very rare berry.

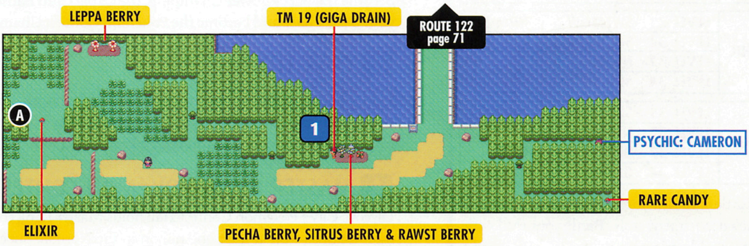


Ah! What a remarkable saying! Inspirational, it is!

Special words appear on your words list after special events such as becoming the Pokémon League Champion, finding Latias and finding Latios. For example, after you find Latios, visit the Berry Master's wife and tell her "Cool Latios." She'll give you the super-rare Durin Berry.

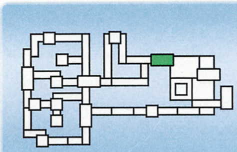


GREPA BERRY
POMEG BERRY
QUALOT BERRY
3
2
A
ROUTE 118 page 64
ULTRA BALL
CALCIUM
PSYCHIC: JACKI

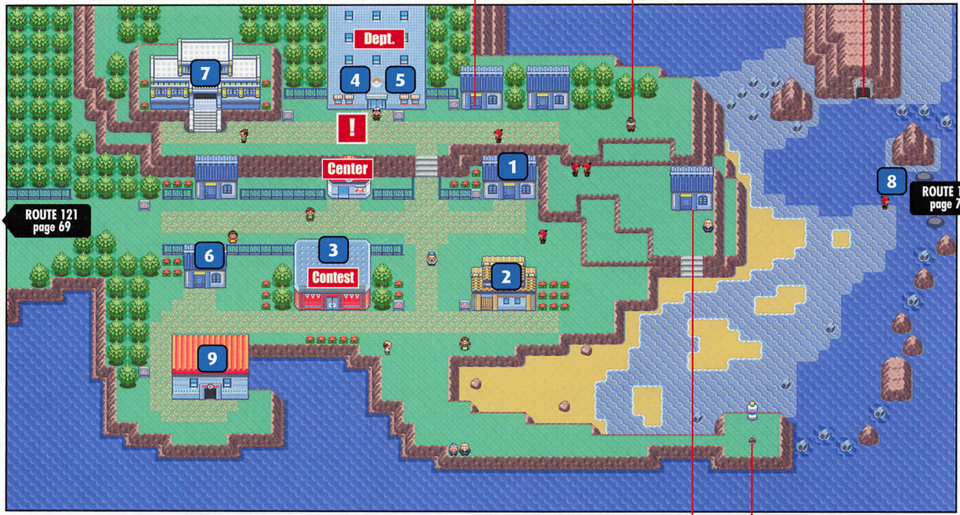


LEPPA BERRY
TM 19 (GIGA DRAIN)
ROUTE 122 page 71
A
1
PSYCHIC: CAMERON
RARE CANDY
ELIXIR
PECHA BERRY, SITRUS BERRY & RAWST BERRY

LILYCOVE CITY



Surrounded by the sea, Lilycove City is one of Hoenn's largest cities and its second port. Lilycove City's Department Store is the largest place to shop in Hoenn—you can buy anything a Pokémon Trainer could ever want. The Master Rank Pokémon Contest Hall, the Pokémon Trainer Fan Club and the Lilycove Museum are also in Lilycove City.



BERRY (RANDOM)

Similar to the Move Tutor in Fallarbor Town, the Move Deleter in Lilycove City can delete a move from your Pokémon's memory. The Move Deleter's services are free.

The gentleman on Lilycove's northeastern plateau believes that berries suit you, so you should have one. He'll give you one berry every day that you talk to him.

TEAM'S HIDEOUT page 76

ROUTE 121 page 69

ROUTE 124 page 78

TM 44 (REST)

MAX REPEL

! RIVAL BATTLE 4 or

TREECKO	LEVEL 31	SWELLOW	NRM-FLY
	LEVEL 32	WAILMER	WTR
	LEVEL 32	SHROOMISH	GRS
	LEVEL 34	COMBUSKEN	FIRE-FTG
TORCHIC	LEVEL 31	SWELLOW	NRM-FLY
	LEVEL 32	SHROOMISH	GRS
	LEVEL 32	NUMEL	FIRE-GRD
	LEVEL 34	MARSHTOMP	WTR-GRD
MUDKIP	LEVEL 31	SWELLOW	NRM-FLY
	LEVEL 32	NUMEL	FIRE-GRD
	LEVEL 32	WAILMER	WTR
	LEVEL 34	GROVYLE	GRS

You'll battle your rival for the final time in front of Lilycove's department store. Battle your rival with at least one Electric-type Pokémon with strong Electric-type attacks to score an easy victory.

1 POKéMON TRAINERS HAVE FANS, TOO

LATER After you've become the Pokémon League Champion, return to the Lilycove City Pokémon Trainer Fan Club. Inside, you will meet your number-one fan. If you become the Battle Tower Champion, the Cable Club Battle Champion, win a battle in your Secret Base and become the Pokémon Contest Champion, you'll have many fans.

2 COVE LILY MOTEL

LATER Earn the respect of Pokémon Trainers all around Hoenn by showing them your completed Pokédex. Even the hotel owner in Lilycove City will be impressed with your completed Pokédex and will give you a special reward.

3 MASTER RANK POKéMON CONTEST HALL

Lilycove City's Pokémon Contest Hall holds Master Rank contests. You can enter a Pokémon that has won at least one ribbon in the Normal, Super and Hyper Rank Pokémon Contests. You can also link up with three friends and enter a Master Rank contest together, or mix berries together with the Contest Hall's Berry Blender.

4 SHOP 'TIL YOU DROP

The Lilycove City Department Store's selection is dizzying. With five floors of items, you can bet you'll find anything you're looking for. You can shop after you've defeated your rival.

LATER **Return to the Lilycove City Department Store after you become the Pokémon League Champion. There will sometimes be a special sale on the roof! TV ads will tell you when the sales are.**

5 POKéMON LOTTERY

The Lilycove City Department Store offers a lottery once per day to all Pokémon Trainers—you don't even have to buy anything to play! If the ID number of any Pokémon in your party matches the ID number drawn, you'll get one of the prizes shown below.

WINNING CONDITION	PRIZE
Match every number	Master Ball
Match 4 numbers	Max Revive
Match 3 numbers	Exp. Share
Match 2 numbers	PP Up

6 POKéBLOCK MASTER

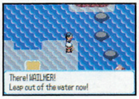
The PokéBlock Master in Lilycove City has learned how to make the very best PokéBlocks. Take the time to listen to her PokéBlock wisdom.

7 POKéMON AS ART

If you become the Master Rank Pokémon Contest Champ, artists will flock to paint your Pokémon. You can view the paintings of your award-winning Pokémon in the Lilycove Museum's special exhibit hall, on the second floor. Fill up all five spots in the special exhibit hall—one for each Master Rank category!

8 WAILMER BLOCKADE

Team Aqua or Team Magma is training a pod of Wailmer in the Lilycove City harbor. No one can travel to Route 124 while the Wailmer are there.



There! WAILMER!
Leap out of the water now!

LATER **After the submarine departs from the Team Magma or Team Aqua hideout, return to Lilycove City. The pod of Wailmer will be gone and you'll be able to surf through to Route 124.**

DEPARTMENT STORE

2nd Floor—Left Counter

ANTIDOTE	100	GREAT BALL	600
AWAKENING	250	ICE HEAL	250
BURN HEAL	250	PARALYZE HEAL	200
ESCAPE ROPE	550	POKé BALL	200
FLUFFY TAIL	1,000	ULTRA BALL	1,200
FULL HEAL	600		

2nd Floor—Right Counter

HYPER POTION	1,200	REPEL	350
MAX POTION	2,500	REVIVE	1,500
MAX REPEL	700	SUPER POTION	700
MECH MAIL	50	SUPER REPEL	500
POTION	300	WAVE MAIL	50

3rd Floor—Left Counter

CALCIUM	9,800	IRON	9,800
CARBOS	9,800	PROTEIN	9,800
HP UP	9,800	ZINC	9,800

3rd Floor—Right Counter

DIRE HIT	650	X DEFEND	550
GUARD SPEC.	700	X SPECIAL	350
X ACCURACY	950	X SPEED	350
X ATTACK	500		

4th Floor—Left Counter

TM 14 (BLIZZARD)	5,500
TM 15 (HYPER BEAM)	7,500
TM 25 (THUNDER)	5,500
TM 38 (FIRE BLAST)	5,500

4th Floor—Right Counter

TM 16 (LIGHT SCREEN)	3,000
TM 17 (PROTECT)	3,000
TM 20 (SAFEGUARD)	3,000
TM 33 (REFLECT)	3,000

9 SAIL THE *S.S. TIDAL*

LATER The *S.S. Tidal* will be open for business after you become the Pokémon League Champion. The *S.S. Tidal* sails between Lilycove City and Slateport City.

5th Floor—Far-Left Counter

AZURILL DOLL	3,000	MARILL DOLL	3,000
BALTOY DOLL	3,000	PICHU DOLL	3,000
DUSKULL DOLL	3,000	PIKACHU DOLL	3,000
GULPIN DOLL	3,000	SKITTY DOLL	3,000
JIGGLYPUFF DOLL	3,000	SWABLU DOLL	3,000
KECLEON DOLL	3,000	WYNAUT DOLL	3,000

5th Floor—Middle-Left Counter

BALL CUSHION	2,000	ROUND CUSHION	2,000
DIAMOND CUSHION	2,000	SPIN CUSHION	2,000
FIRE CUSHION	2,000	WATER CUSHION	2,000
GRASS CUSHION	2,000	ZIGZAG CUSHION	2,000
PIKA CUSHION	2,000		

5th Floor—Middle-Right Counter

BALL POSTER	1,000	PIKA POSTER	1,500
BLUE POSTER	1,000	RED POSTER	1,000
CUTE POSTER	1,000	SEA POSTER	1,500
GREEN POSTER	1,000	SKY POSTER	1,500
LONG POSTER	1,500		

5th Floor—Far-Right Counter

ATTRACT MAT	4,000	POWDER SNOW MAT	4,000
FIRE BLAST MAT	4,000	SPIKES MAT	4,000
FISSURE MAT	4,000	SPIN MAT	2,000
GLITTER MAT	2,000	SURF MAT	4,000
JUMP MAT	2,000	THUNDER MAT	4,000

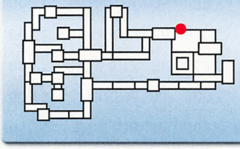
6th Floor—Vending Machines

FRESH WATER	200	SODA POP	300
LEMONADE	350		

Clear-Out Sale—Rooftop

BREAKABLE DOOR	3,000	SAND ORNAMENT	3,000
CUTE TV	4,000	SLIDE	8,000
FENCE LENGTH	500	SOLID BOARD	3,000
FENCE WIDTH	500	STAND	7,000
MUD BALL	200	TIRE	800
RHYDON DOLL	10,000	TV	3,000
ROUND TV	4,000	WAILMER DOLL	10,000

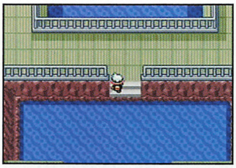
TEAM'S HIDEOUT

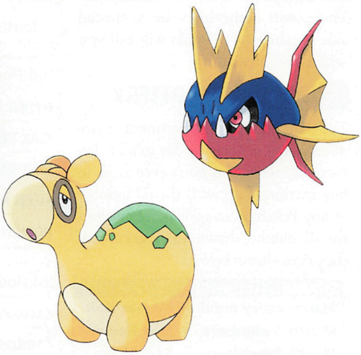


Team Magma's or Team Aqua's hideout is located northeast of Lilycove City. (Use Surf to reach the entrance.) The hideout's interior is riddled with warp pads, which makes it easy to get lost. Team Magma's hideout in Ruby Version differs slightly from Team Aqua's hideout in Sapphire Version. Find the team leader and stop him before more mayhem ensues.

1 FOLLOW THE LEADER

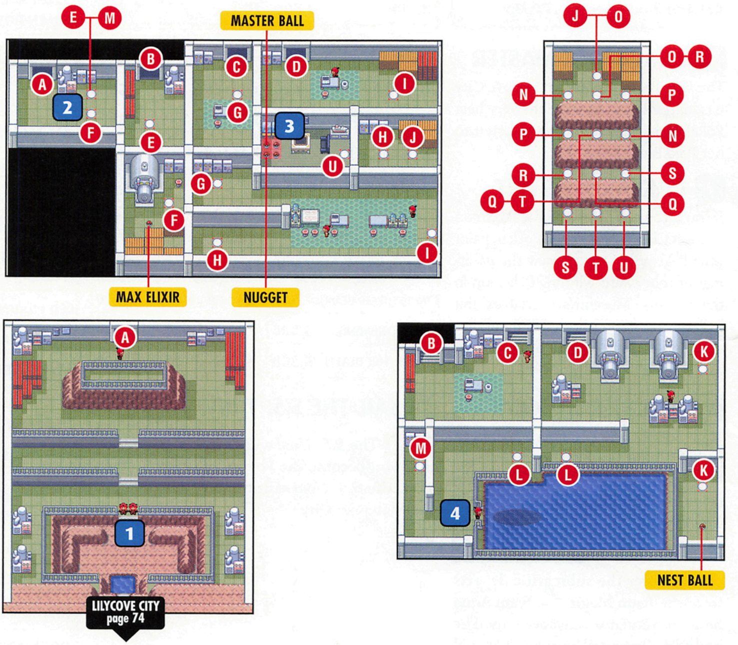
Team Magma or Team Aqua is causing a real ruckus in Lilycove City. When you try to investigate the team's hideout, you won't be permitted to pass. The two Grunts standing guard are pretty dense, though—they'll tell you where their boss is. Fly to Slateport City to intervene in the team leader's dastardly plans.





LATER Follow Team Aqua or Team Magma after it steals the submarine from the Slateport City Harbor. The team will be so preoccupied with its plans that it will leave the entrance unguarded. Sneak in!

TEAM MAGMA'S HIDEOUT


E
M
MASTER BALL
J
O
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R
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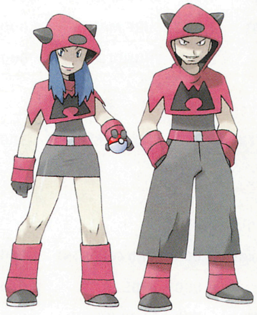
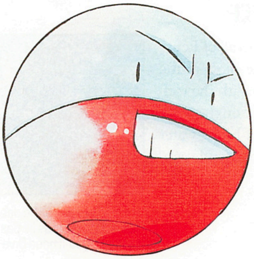
P
N
R
S
Q
T
Q
S
T
U
MAX ELIXIR
NUGGET
A
1
LILYCOVE CITY
page 74
B
C
D
K
M
L
L
K
4
NEST BALL



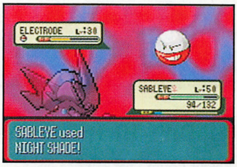
2 WHITE WARP PANELS

The white circles you'll see all over the hideout's floors are warp panels. When you step on a warp panel, you'll be transported to another area of the hideout. Most warp panels are two-way, so you can backtrack if you want to. It's easy to get lost if you don't pay attention to which warp panel you stepped on last. Use the Team Aqua or Team Magma hideout map shown below and on page 76 to guide you to the team's leader.



3 MENACING MIMICS

Electrode sit near item-holding Poké Balls in the hideout, waiting for unsuspecting people to try to pick them up. When you approach an Electrode, it will spark to life and attack you. Use the Team Magma or Team Aqua map to see where the real items are to avoid the Electrode, or touch them for a battle.



ELECTRODE L:38

SABLEYE L:50

94/132

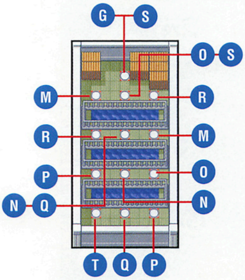
SABLEYE used
NIGHT SHADE!

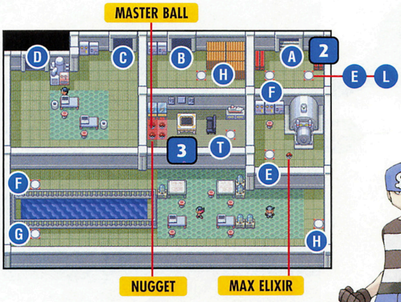
When you encounter Electrode in the hideout, defeat them—or catch them if you didn't catch one in New Mauville.

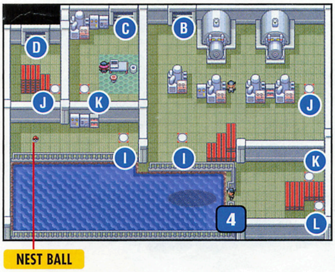
4 UNDERWATER CHASE

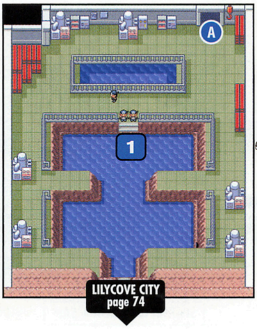
You'll arrive at the hideout's docking area just in time to see Team Magma leader Maxie or Team Aqua leader Archie escaping into the watery depths in the stolen submarine. You'll need to find HM 08 (Dive) and earn the Mind Badge in Mossdeep City before you'll be able to pursue the team and recover Captain Stern's submarine.

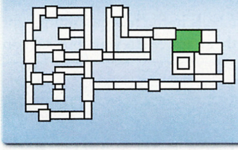
TEAM AQUA'S HIDEOUT











ROUTE 124

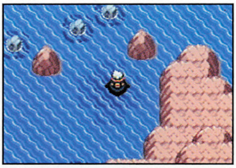
Route 124 is Hoenn's largest ocean area. It offers many secrets to explore both above and below the surface. You'll need to use HM 08 (Dive) and Surf to travel through every area of Route 124. Many Water-type Pokémon and swimming Pokémon Trainers play together in the swelling waves—ready Pokémon that have Electric- and Grass-type attacks.

1 DIVE TO THE OCEAN FLOOR

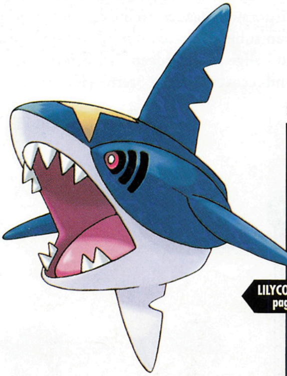
Below Route 124's surface lies a maze of tunnels and caverns. You'll need to get HM 08 (Dive) and the Mind Badge in Mossdeep City (see page 80) so you can explore the underwater areas. The only way to reach some of Route 124's above-water sections is by resurfacing in the right place after you dive. You can dive in areas where the water is dark blue.

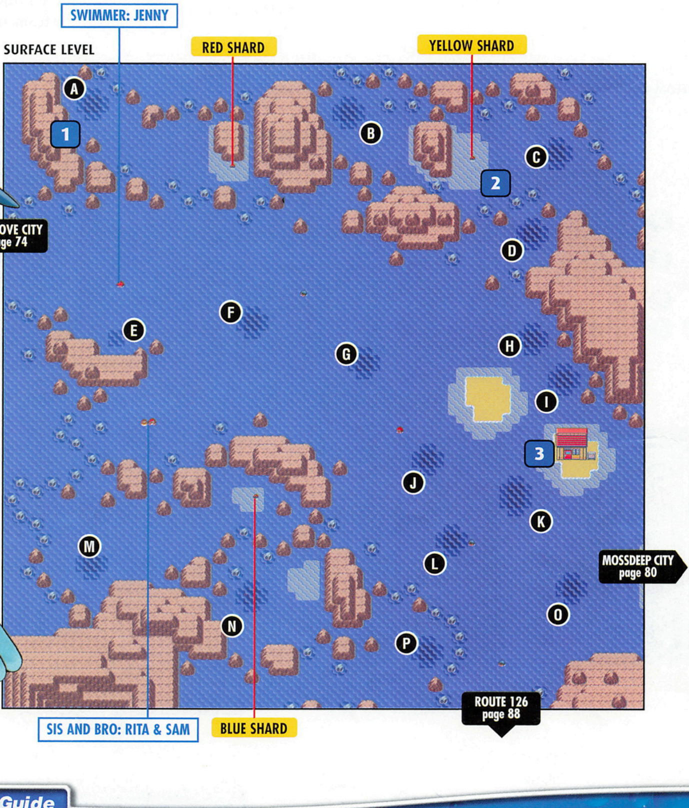
2 BEYOND THE REEF

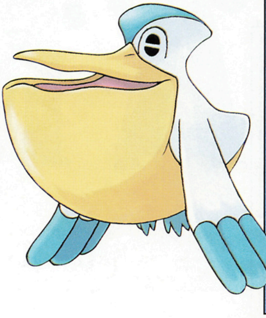
A reef keeps you from surfing to all of Route 124's areas. Look for dark-blue spots in the water and use Dive. Swim beneath the reef, then use Dive again to resurface on the other side. Use the above-water and below-water maps on this page and page 79 to guide you.



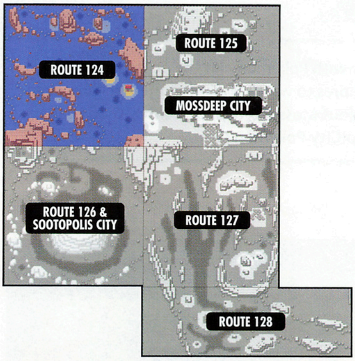
You can't explore the ocean with Surf alone. Rare shards lie past Route 124's reef, and you'll need Dive to reach them.




SWIMMER: JENNY
SURFACE LEVEL
RED SHARD
YELLOW SHARD
A
1
B
C
2
LILYCOVE CITY
page 74
D
F
E
G
H
I
3
J
K
M
L
MOSSDEEP CITY
page 80
O
N
P
ROUTE 126
page 88
SIS AND BRO: RITA & SAM
BLUE SHARD



COMPLETE SEA MAP



3 OCEAN TREASURE

The Diving Treasure Hunter resides on a small island on Route 124. He lives and breathes to discover rare ocean treasures. What he desires most are shards of ancient tools. If you find a colored shard, he will trade you a special stone for it. Check the chart shown below to see what he'll trade for.

SHARD	SPECIAL STONE
Blue Shard	Water Stone
Green Shard	Leaf Stone
Red Shard	Fire Stone
Yellow Shard	Thunderstone

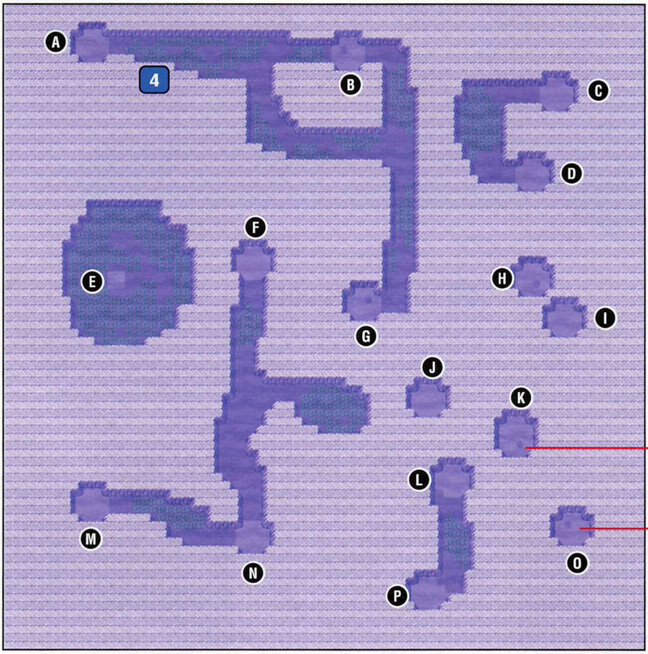
Oh, hey! That...
That's a SHARD! I'm looking for those!

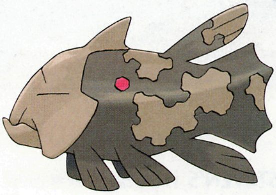
Find the Blue, Green, Red and Yellow Shards and bring them to the Diving Treasure Hunter. He'll reward you well for your efforts.

4 POKéMON IN THE SEAWEED

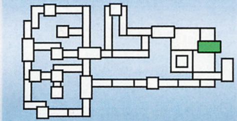
Just as land-dwelling Pokémon often hide in tall grass, deep-sea-dwelling Pokémon like to hide in patches of thick seaweed. When you swim through the swaying kelp beds, you might stir up a few flighty Pokémon. Dive Balls work the best for catching underwater Pokémon—you can pick up the specially designed Poké Balls at the Mossdeep City Pokémon Mart (see page 81).

UNDERWATER



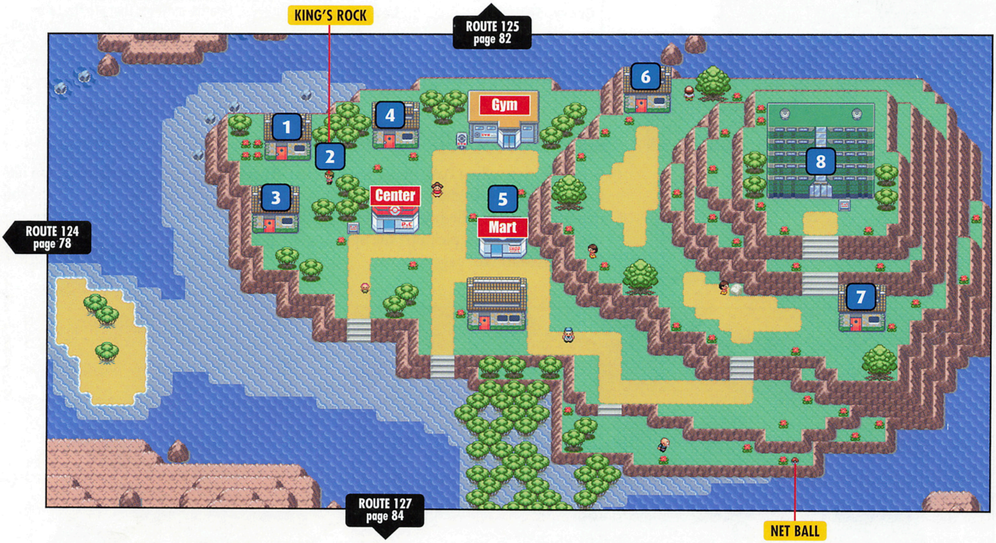


Sometimes items fall to the ocean floor and become buried in the sand. Look for spots that are darker than the surrounding sand and check for buried treasure.



MOSSDEEP CITY

Life in Mossdeep City is peaceful and tied closely with Pokémon and the ocean. Tourists and Mossdeep City natives gather along the island's shores to watch Wailmer together. Mossdeep City is Steven's home and the site of the prestigious Mossdeep Space Center. Gym Leaders Tate & Liza await your challenge at the Mossdeep City Pokémon Gym.

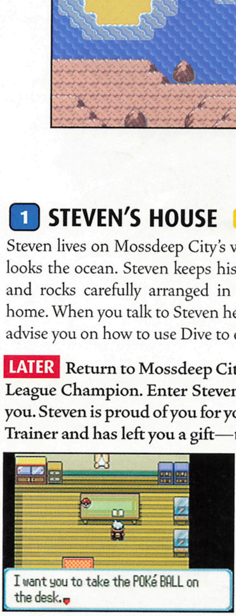


1 STEVEN'S HOUSE

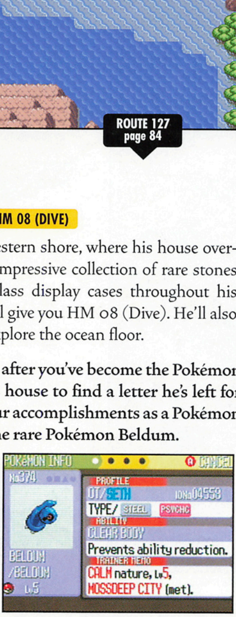
HM 08 (DIVE)

Steven lives on Mossdeep City's western shore, where his house overlooks the ocean. Steven keeps his impressive collection of rare stones and rocks carefully arranged in glass display cases throughout his home. When you talk to Steven he'll give you HM 08 (Dive). He'll also advise you on how to use Dive to explore the ocean floor.

LATER **Return to Mossdeep City after you've become the Pokémon League Champion. Enter Steven's house to find a letter he's left for you. Steven is proud of you for your accomplishments as a Pokémon Trainer and has left you a gift—the rare Pokémon Beldum.**



I want you to take the POKé BALL on the desk.



POKéMON INFO

CANCEL

No374

PROFILE

OT/SETH IDNo04558

TYPE/ STEEL PSYCHC

ABILITY

CLEAR BODY

Prevents ability reduction.

TRAINER MEMO

CALM nature, Lv5,
MOSSDEEP CITY (met).

BELDUM
/BELDUM
Lv5

2 THE KING'S ROCK

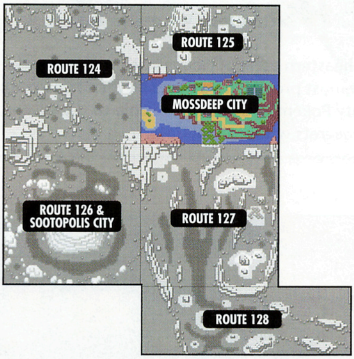
Steven gave a boy near his house a King's Rock. The boy doesn't know what to do with the King's Rock, though, and asks you if you'd like to have it—reply "Yes." Having your Pokémon hold the King's Rock may cause your Pokémon to evolve and your foe's Pokémon to flinch.

3 WHERE'S YOUR SECRET BASE?

The little boy in the house south of Steven's loves to search for other people's Secret Bases. He's surprisingly good at finding them, too! Talk to the little boy—he'll tell you where he found your Secret Base.

Was it you who made a SECRET BASE in ROUTE 120?

COMPLETE SEA MAP

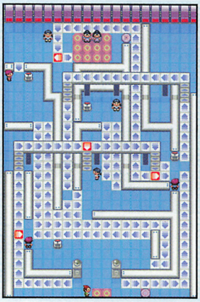


GYM LEADER TATE AND LIZA

LEVEL 42	LUNATONE	RCK-PSY
LEVEL 42	SOLROCK	RCK-PSY

RECOMMENDED MOVE TYPES: DARK, WATER

Mysterious psychic powers emanate from the Mossdeep City's Pokémon Gym. The Pokémon Gym Trainers inside train with their Psychic-type Pokémon. Traveling in the Gym can be almost as challenging as defeating the mystical duo that awaits you at the end—Gym Leaders Tate and Liza. You'll travel along moving one-way paths to reach each Gym Trainer and the Gym Leaders. Levers change the red panels' directions—you must move each lever to reach the Gym Leaders. Tate and Liza are psychic twins—their moves are always in sync and they use many Hyper Potions during your battle with them.



PRIZES:

MIND BADGE & TM 04 (CALM MIND)

The Mind Badge increases your Pokemon's Special Attack and Special Defense. When you possess the Mind Badge, you can use Dive in the field.

POKéMON MART

DIVE BALL	1,000	REVIVE	1,500
FULL HEAL	600	ULTRA BALL	1,200
HYPER POTION	1,200	X ATTACK	500
MAX REPEL	700	X DEFEND	550
NET BALL	1,000		

4 PREFERRED POKéBLOCK

The man in the house to the left of the Mossdeep City Pokémon Gym is a master at discerning Pokémon's PokéBlock preferences. The man will tell you what color PokéBlock the first Pokémon in your party prefers. Some Pokémon don't prefer one PokéBlock color over another, but others strongly prefer one color.

5 MOSSDEEP CITY'S NEW POKé BALLS

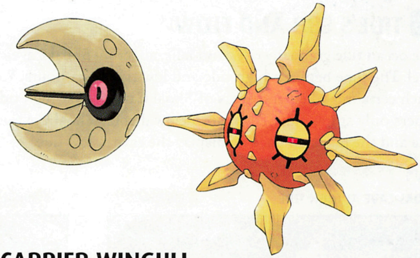
Designed with the environment in mind, Mossdeep City's Pokémon Mart carries two new Poké Balls. Net Balls make capturing Bug-type and Water-type Pokémon easier by ensnaring them in a large net. Dive Balls are a Pokémon Trainer's best friend when trying to capture deep-sea Pokémon.

CLAMPERL L:23
KIRLIA L:27
35/ 64

SETH used
DIVE BALL!

6 SUPER RODS ARE SUPER! SUPER ROD

The fisherman in Mossdeep City loves his Super Rod—talk to him to find out why. When you tell him you want a Super Rod, he'll give you one. The Super Rod is the strongest fishing rod. You can even use it to catch Pokémon that live on the ocean floor.

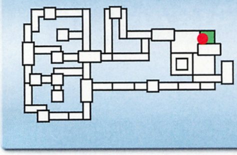


7 CARRIER WINGULL

A little girl in Mossdeep City is in a long-distance relationship with a boy in Fortree City. They send letters to each other via the boy's pet Wingull. It's a long flight for the little Pokémon, but it doesn't seem to mind. If you've already spoken to the boy, visit the little girl then return to Fortree City and talk to the boy—he'll give you the Mental Herb (see page 67).

8 MOSSDEEP SPACE CENTER SUN STONE

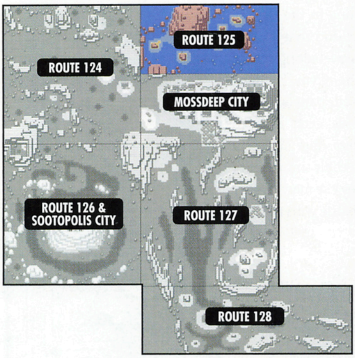
Scientists at the Mossdeep Space Center study outer space and its ties with Pokémon. They also launch rockets into space to gather information about everything from the weather to Pokémon's origin. Talk to the people in the Space Center. A man on the first floor will give you the Sun Stone he found while he was walking on the beach.



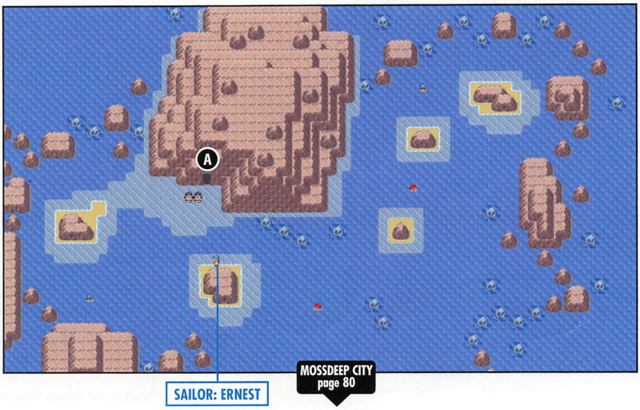
ROUTE 125 & SHOAL CAVE

Route 125 and Shoal Cave are at the northeastern edge of Hoenn's ocean. Small rocks and islands speckle the shallow water, but the most prominent landmass is Shoal Cave's island. After you've conquered the Mossdeep City Pokémon Gym and are able to use Dive in the field, explore Route 125's waters and the secrets within Shoal Cave.

COMPLETE SEA MAP


ROUTE 125
ROUTE 124
MOSSDEEP CITY
ROUTE 126 & SOOTOPOLIS CITY
ROUTE 127
ROUTE 128

ROUTE 125


A
SAILOR: ERNEST
MOSSDEEP CITY page 80

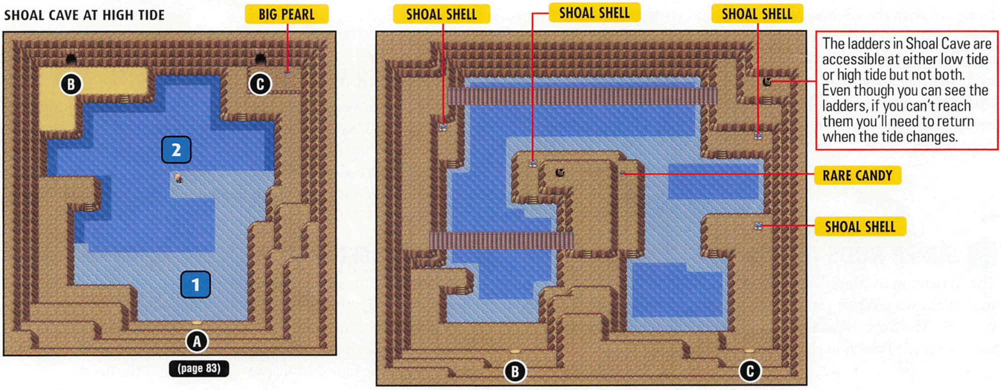
1 TIDE'S EBB AND FLOW

The ocean tide gradually rises and falls, affecting Shoal Cave's water level. The time between high tide and low tide is six hours. You can reach certain ladders and areas of Shoal Cave only at high tide and others only at low tide. The maps below display Shoal Cave at high tide and the maps on page 83 display the cave at low tide.

2 TIDAL TREASURES **SHELL BELL**

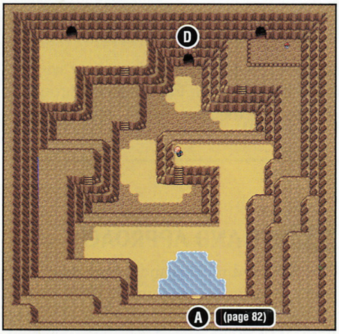
The elderly man who visits Shoal Cave will ask you to bring him any Shoal Salt and Shoal Shells you find. In return, he'll make you something nice. You can collect Shoal Salt at low tide and Shoal Shells at high tide. If you bring the elderly man four of each, he'll fashion you a Shell Bell.

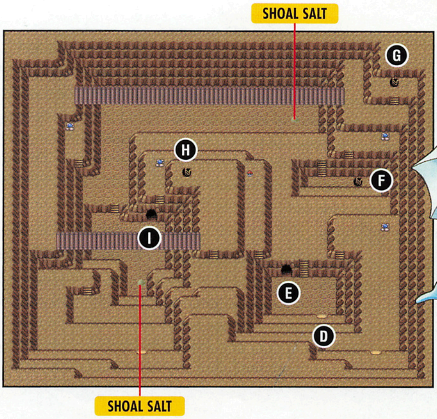
SHOAL CAVE AT HIGH TIDE

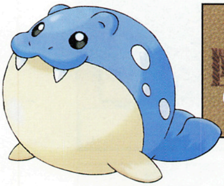

BIG PEARL
B
C
2
1
A
(page 83)
SHOAL SHELL
SHOAL SHELL
SHOAL SHELL
RARE CANDY
SHOAL SHELL
B
C

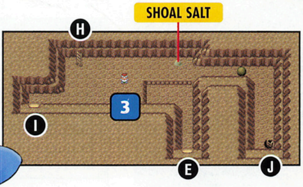
The ladders in Shoal Cave are accessible at either low tide or high tide but not both. Even though you can see the ladders, if you can't reach them you'll need to return when the tide changes.

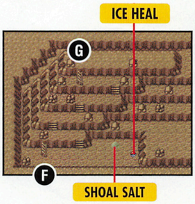
SHOAL CAVE AT LOW TIDE

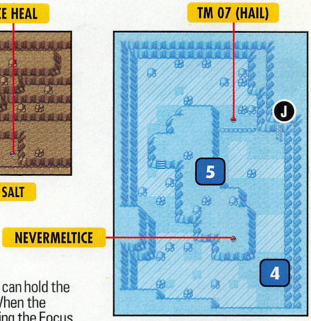






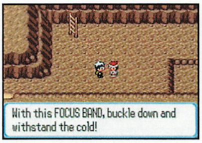






3 EXTREME TRAINING **FOCUS BAND**

A man is training rigorously deep within Shoal Cave. He claims that the chilly cave environment makes him train harder. He wears a Focus Band to withstand the harsh environment, and he'll give you a Focus Band for your Pokémon.

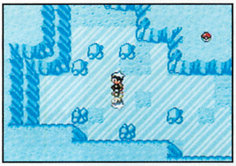


With this FOCUS BAND, buckle down and withstand the cold!

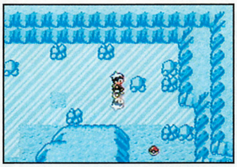
Your Pokémon can hold the Focus Band. When the Pokémon holding the Focus Band becomes badly hurt, the band may prevent the hurt Pokémon from fainting.

4 ICY SLIP 'N' SLIDE **TM 07 (HAIL)** **NEVERMELTICE**

Shoal Cave's deepest area is covered in slick ice. Your running shoes are definitely not made to walk on ice, so you'll slip as soon as you take a step onto the frozen ground. Maneuver across the ice by using your surroundings to stop yourself from slipping. Collect TM 07 (Hail) and the Nevermeltice, then exit through the door at J when you're finished.



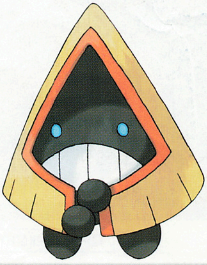
Shoal Cave's icy area is very difficult to travel through. You'll slide in the direction you're facing as soon as you step on the ice.

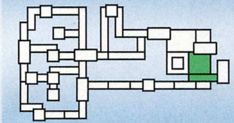


As you walk on the ice-covered ground, use rocks and walls to stop yourself. Change direction while you're stopped, and proceed forward.

5 SHY LITTLE SNORUNT

When the sun shines across Hoenn, the shy Ice-type Pokémon Snorunt seeks shelter in deep, cold caverns. Snorunt is a rare Pokémon that you can catch only in Shoal Cave's ice-covered depths. After you collect the items in the icy area, try to encounter and catch Snorunt.

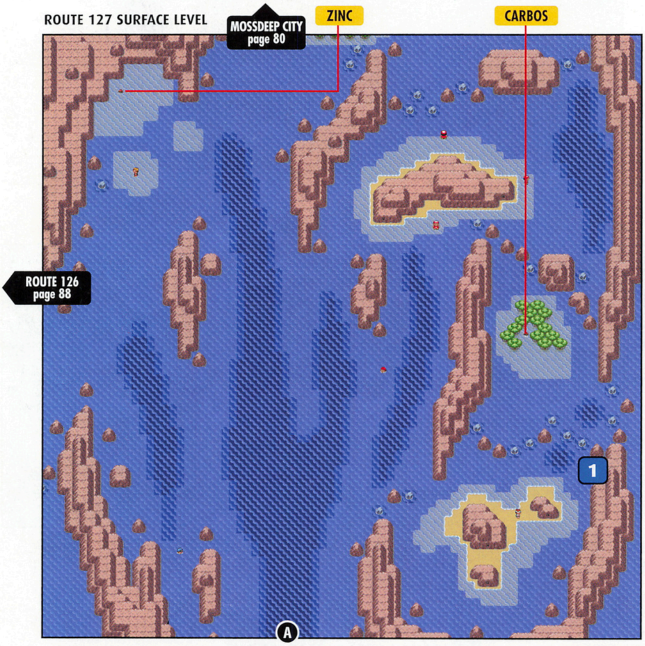




ROUTES 127 & 128

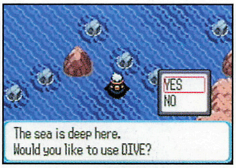
As the ocean wore away at the land over many years, a complex system of underwater ravines developed where Routes 127 and 128 are located today. Many Pokémon Trainers swim through Routes 127 and 128, honing their skills in the deep waters. Use the maps below and on page 85 to negotiate the dark underwater passages.

ROUTE 127 SURFACE LEVEL

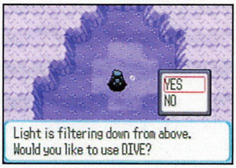

MOSSDEEP CITY page 80
ZINC
CARBOS
ROUTE 126 page 88
1
A

1 DIVE AND APPROACH **CARBOS**

The reefs and rocky islands along Routes 127 and 128 create a watery maze. You'll need to dive and resurface on the other side of the reef to reach the Carbos on the tree-covered shoal. Dive in the dark-colored water south of the shoal and again where the light shines down from above.



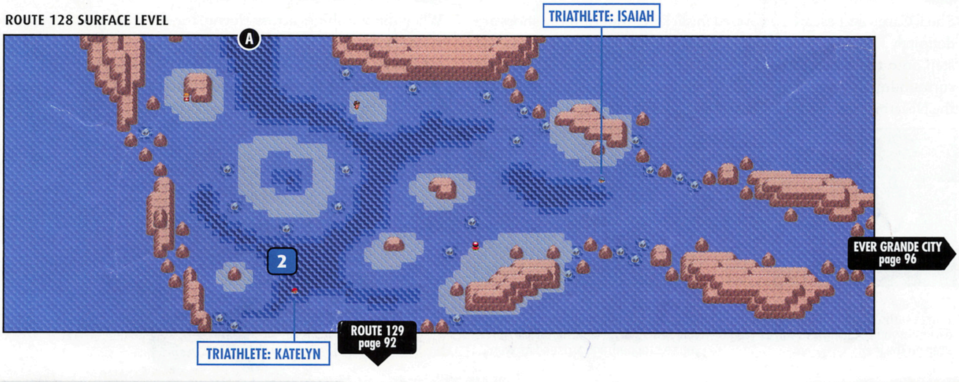
The sea is deep here.
Would you like to use DIVE?

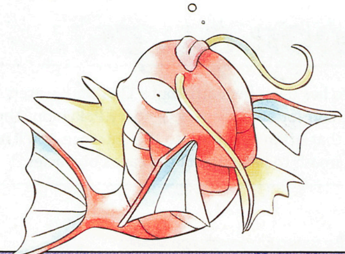


Light is filtering down from above.
Would you like to use DIVE?

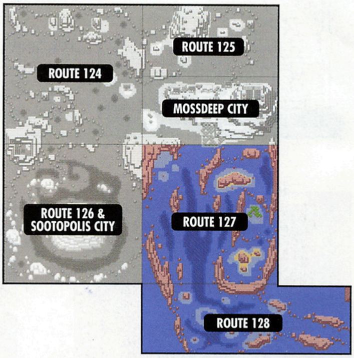
Your Pokémon won't know to resurface on their own. You'll need to tell the Pokémon that knows Dive each time you want to use the HM.

ROUTE 128 SURFACE LEVEL

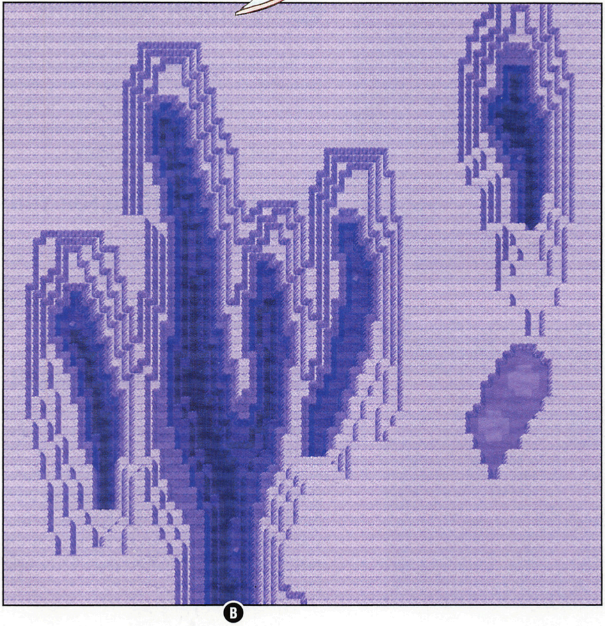

TRIATHLETE: ISAIAH
A
2
EVER GRANDE CITY page 96
ROUTE 129 page 92
TRIATHLETE: KATELYN



COMPLETE SEA MAP

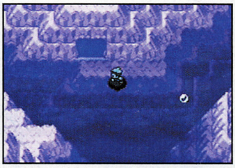

ROUTE 124
ROUTE 125
MOSSDEEP CITY
ROUTE 126 & SOOTOPOLIS CITY
ROUTE 127
ROUTE 128

ROUTE 127 OCEAN FLOOR



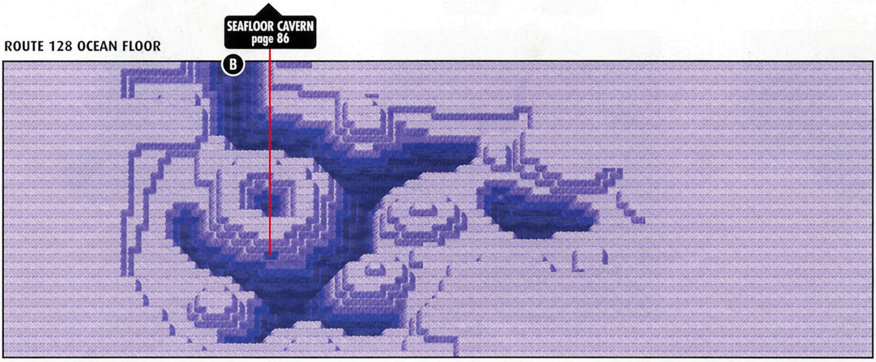
2 UNDERWATER DISCOVERY

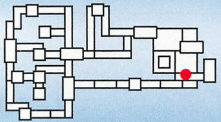
Capt. Stern mentioned an underwater cave along Route 128 that he discovered with his aquatic vessel, the *Submarine Explorer 1*. Could Team Magma or Team Aqua be headed to the cave? Use Dive south of the stone semicircle on Route 128 to discover the submarine and the entrance to the Seafloor Cavern.



Use Dive to search for the submerged cave entrance. The *Submarine Explorer 1* is docked inside the cave. Team Aqua or Team Magma must be near.

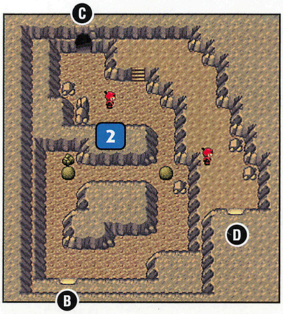
ROUTE 128 OCEAN FLOOR

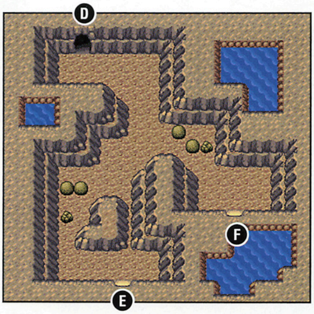

SEAFLOOR CAVERN
page 86
B



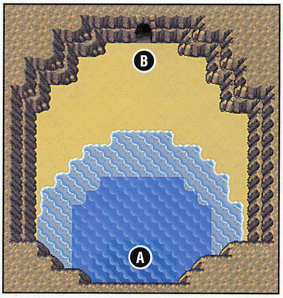
SEAFLOOR CAVERN

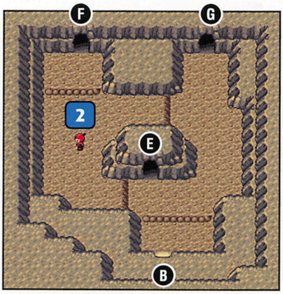
The Seafloor Cavern lies deep beneath Route 128's dark waters. Team Magma or Team Aqua is at the cave searching for an ancient, legendary Pokémon. The Seafloor Cavern is a tricky maze of doorways that often lead back to the entrance. You'll need a Pokémon that can use Strength and Rock Smash to navigate all the cave's obstacles.

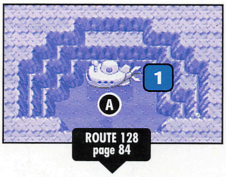


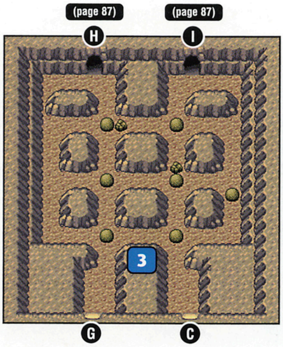


ENTRANCE ROOM









1 THE STOLEN SUBMARINE

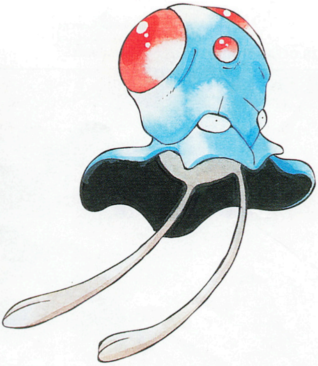
You'll find the submarine that Team Magma or Team Aqua stole from the Slateport City harbor docked outside the Seafloor Cavern entrance. Team Magma or Team Aqua is obviously nearby, so prepare your Pokémon for battle and enter the Seafloor Cavern.

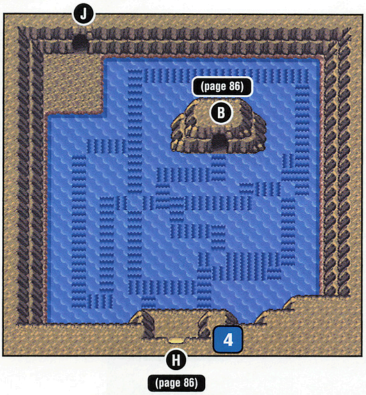
2 THEY'RE WAITING FOR YOU

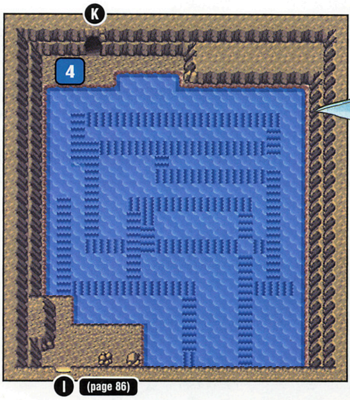
Team Magma or Team Aqua anticipated that you'd pursue it to the Seafloor Cavern, and the team will do anything to stop you from thwarting its plans. When you encounter Grunts, defeat them then talk to them to get clues.

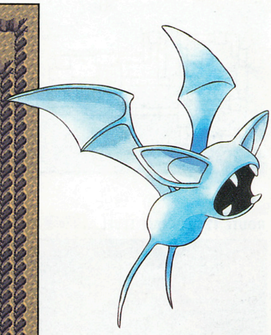
3 STRENGTH & ROCK SMASH

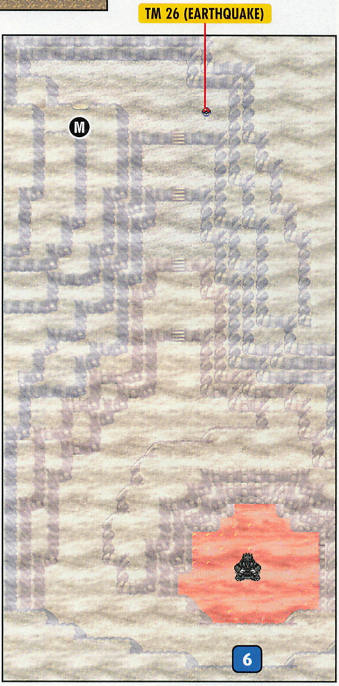
Untouched by humans for countless ages, the Seafloor Cavern is still in its natural state. Many heavy boulders and rocks litter the ground. You'll need to use Strength to move the heavy boulders out of the way and Rock Smash to destroy the rocks. It's easy to trap yourself if you don't plan ahead. Look at the maps on this page and on page 87 to help plot your moves.

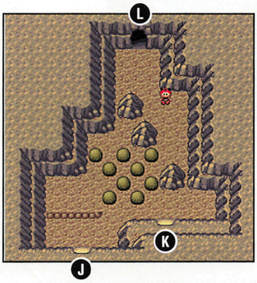


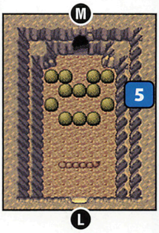










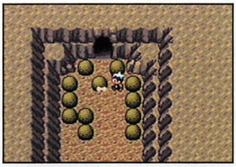


4 CRAZY CURRENTS

There are two rooms in which the water currents are very strong and unpredictable. Use Surf to float on the water, then watch the direction of each current. Surf into a current to have it sweep you up and push you along. Use the currents to reach the exits (J and K).

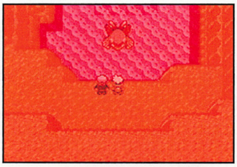
5 BOULDER-PUSHING BLUES

A dozen heavy boulders block your path through the door at M. You'll need to use Strength to push the boulders out of your way, but it takes some strategy to create a clear path. Focus on pushing the boulders up against the right and left walls to create a narrow path down the center. Use the screen shot on the right as a key—exit the room to reset the heavy boulders if you make a mistake.



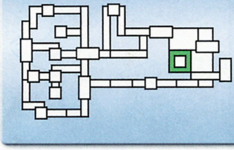
6 LIVING PROOF OF ANCIENT TIMES

As you stand before a giant ancient Pokémon, Maxie or Archie will approach you. Maxie will introduce you to Groudon's dormant form or Archie will introduce you to Kyogre's dormant form. Battle the team leader and defeat him. After the battle, the Blue Orb or the Red Orb will begin to shine and the haze will lift from around the cavern. Groudon or Kyogre will awaken and disappear before your eyes, and the team leader will receive an alarming message from his team members.



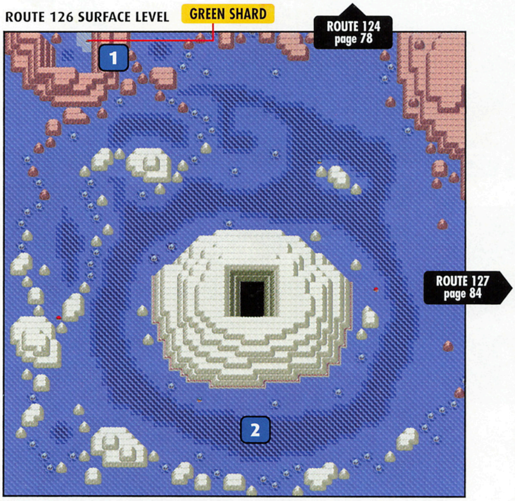
The mystical orb begins to glow and the ancient Pokémon disappears. Outside, the weather has suddenly become dangerously intense. Is Team Magma or Team Aqua ready to face the consequences of what it's triggered?

ROUTE 126

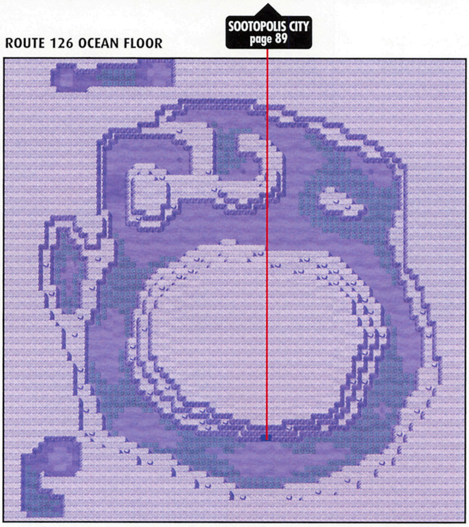


Team Magma or Team Aqua has created a catastrophic imbalance between the world's land and water masses—the teams are racing to set things right before it's too late. After the ancient Pokémon disappears, follow Steven through Route 126 to Sootopolis City, which is in the crater of an ancient volcano. You'll need to use Dive to enter Sootopolis City.

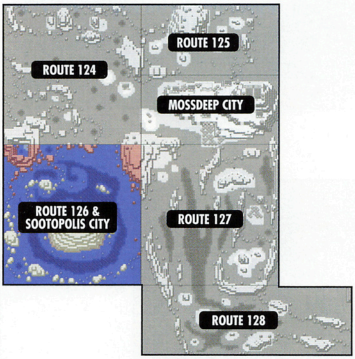
ROUTE 126 SURFACE LEVEL


GREEN SHARD
ROUTE 124
page 78
1
ROUTE 127
page 84
2

ROUTE 126 OCEAN FLOOR


SOOTOPOLIS CITY
page 89

COMPLETE SEA MAP

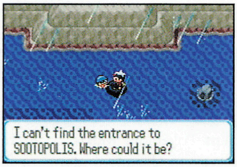

ROUTE 125
ROUTE 124
MOSSDEEP CITY
ROUTE 126 &
SOOTOPOLIS CITY
ROUTE 127
ROUTE 128

1 DIVE FROM ROUTE 124

There's a rare Green Shard on Route 126, but you can't reach it by diving on the route. Return to Route 124's southwestern corner (see page 78) and use Dive near the rock formation that holds the Green Shard. You can trade the Green Shard to the Diving Treasure Hunter for a Leaf Stone (see page 79).

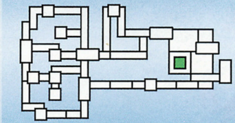
2 WHERE, OH WHERE IS SOOTOPOLIS CITY?

The entrance to Sootopolis City is hidden deep under the ocean at the dormant volcano's base. Surf to the volcano's southern side and use Dive where the water is deep. You can enter Sootopolis City through the small cavern on the ocean floor. Resurface where the sunlight shines through the water.



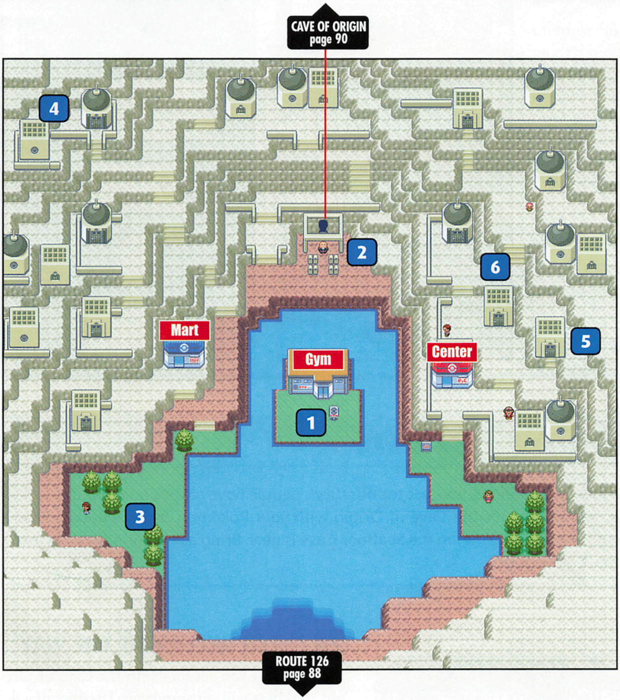
I can't find the entrance to
SOOTOPOLIS. Where could it be?

Swimmer Dean is also looking for the Sootopolis City entrance. He's so close that he's swimming right above it!



SOOTOPOLIS CITY

During the catastrophe, the Sootopolis City citizens are so frightened by the extreme weather that they've locked themselves in their homes. The only buildings that will be open when you arrive in the city are the Pokémon Center and the Pokémon Mart. The citizens will come out of refuge after you've investigated the Cave of Origin.



POKéMON MART

FULL HEAL	600	SHADOW MAIL	50
HYPER POTION	1,200	ULTRA BALL	1,200
MAX POTION	2,500	X ATTACK	500
MAX REPEL	700	X DEFEND	550
REVIVE	1,500		

1 WHERE IS EVERYONE?

During the crisis, the weather is at its strongest above Sootopolis City. The entire city is eerily desolate when you appear. Every door is locked and not a soul is outside—even the Sootopolis City Pokémon Gym is closed.

2 WALLACE'S GUIDANCE

Steven told you that he was headed to Sootopolis City. You can find him standing at the Cave of Origin's entrance. He'll introduce you to his friend—Sootopolis City's Gym Leader, Wallace. Wallace is the Cave of Origin's protector. He'll talk to you then grant you entry to the sacred cave. The Sootopolis City citizens will open their doors and venture outside again after you return from the Cave of Origin.

3 RARE BERRIES

BERRIES (RANDOM)

When the weather is normal, look for a girl by three trees on the western shore. If you talk to the girl, she'll give you two rare berries. You can get two berries from her once per day.

4 BLACKBELT'S BRICK BREAK

TM 31 (BRICK BREAK)

Talk to the blackbelt in the upper-left house to get a special TM that he designed himself—TM 31 (Brick Break). Brick Break enables the user to attack the opponent Pokémon through defensive moves such as Reflect or Light Screen.

5 DOLL LOVER

WAILMER DOLL

Before and after the crisis, the Sootopolis City citizens will give you a warm welcome. The woman in the house right of the Pokémon Center loves Pokémon dolls. She'll give you a Wailmer Doll to welcome you to Sootopolis City.

6 BREAK THE RECORD

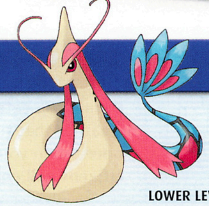
ELIXIR

The brothers in the house northeast of the Pokémon Center are having a friendly dispute over whether Shroomish or Barboach is bigger. Bring a Shroomish or a Barboach to show the brothers. If your Shroomish or Barboach is larger than the brothers' records of 15.7 inches, they'll award you with an Elixir.

GYM LEADER WALLACE

LEVEL 40	LUVDISC	WTR
LEVEL 42	WHISCASH	WTR-GRD
LEVEL 40	SEALEO	ICE-WTR

LEVEL 42	SEAKING	WTR
LEVEL 43	MILOTIC	WTR



RECOMMENDED MOVE TYPES: ELECTRIC, GRASS

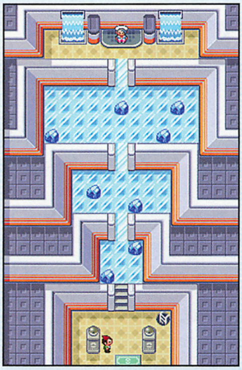
The Sootopolis City Pokémon Gym is a beautiful sight to behold—with its floors and walls made of ice, everything sparkles. The ice floor is thin, so you can take only one step on each tile. If you step on the same ice tile twice, the floor will shatter and you'll drop to the cavern below, where the Gym Trainers wait. A stairway will appear if you walk through an area without stepping on the same tile twice. Electric- and Grass-type Pokémon that have corresponding attacks work best against Wallace's team of Water-type Pokémon.

PRIZES:

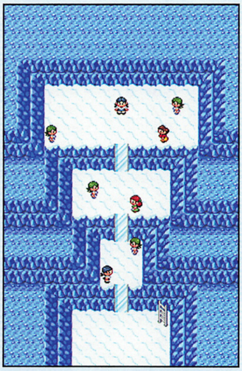
RAIN BADGE & TM 03 (WATER PULSE)

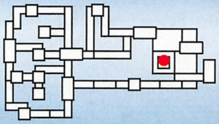
When you possess the Rain Badge, all levels of Pokémon will obey you and you can use HM 07 (Waterfall) outside of battle. Wallace also gives you TM 03 (Water Pulse)—a powerful Water-type attack that may confuse the target.

GROUND FLOOR



LOWER LEVEL

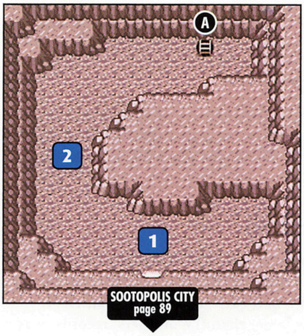




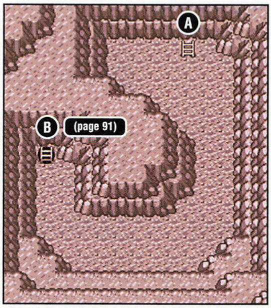
CAVE OF ORIGIN

The Cave of Origin is mysterious, and Sootopolis City's people have always guarded the cave and its secrets. You must enter the Cave of Origin with your Pokémon and the Red or Blue Orb. The ancient Pokémon you met in the Seafloor Cave is near. Bring a Pokémon that can use Flash to illuminate your path.

GROUND FLOOR



B1F



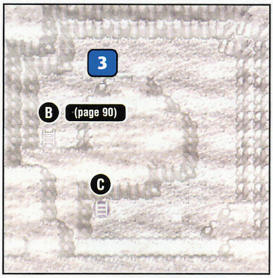
1 FLASH WILL LIGHT THE WAY

The moment you set foot into the Cave of Origin, darkness will surround you. The cries of wild Pokémon will seem to echo from every direction. Use Flash to brighten the cave, and brave your way downward to see what awaits you.

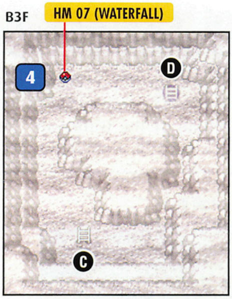
2 WILD POKéMON ENCOUNTERS

The Cave of Origin is well-populated with wild Pokémon that haven't seen a human in a very long time. Each footstep you take disturbs the silence—the ground will periodically shake in response. The wild Pokémon will attack, so prepare your Pokémon for battle or use Repels.

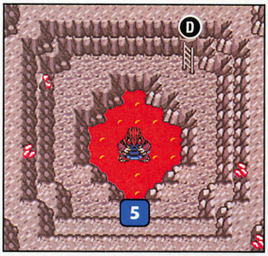
B2F



B3F



B4F



3 THICK HAZE

The deeper you descend into the Cave of Origin, the darker it grows. A thick haze floats in the air, carrying the scent of something ancient. Use the outside walls to guide you through the veiled paths.

4 THE ORIGIN OF WATERFALL HM 07 (WATERFALL)

HM 07 (Waterfall) is located in the Cave of Origin. The rare HM grants the Pokémon that learns it the ability to swim up waterfalls. It is also a powerful Water-type move in battle. You'll need to earn the Rain Badge from the Sootopolis City Pokémon Gym to use Waterfall in the field.

SETH found one HM07!

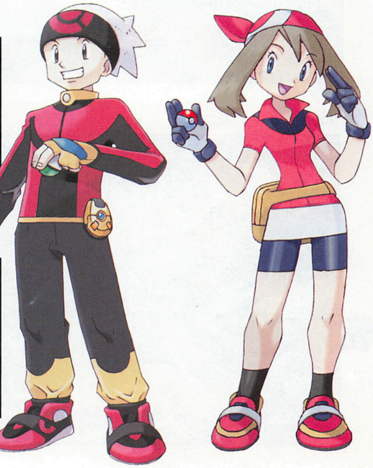
5 CATCH A LEGEND—RESTORE BALANCE

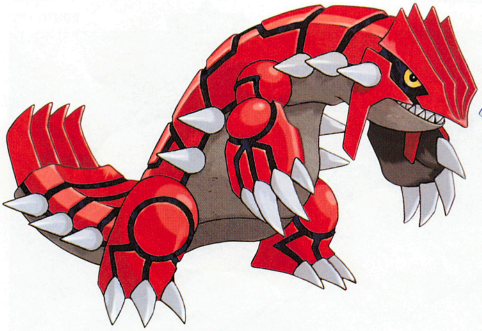
As you approach the Cave of Origin's end, the ancient Pokémon from the Seafloor Cave will be watching you. The orb you hold will begin to shine brightly, and the ancient Pokémon will attack. In Ruby Version, you'll battle Groudon—a Ground-type Pokémon. In Sapphire Version, you'll battle Kyogre—a Water-type Pokémon. Try your best to catch the ancient Pokémon—they are one-of-a-kind, so you'll have only one chance to catch them.

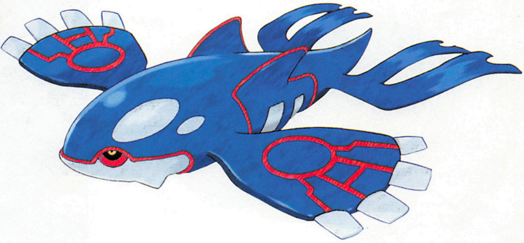
KYOGRE L:45

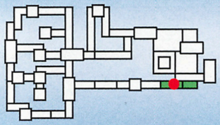
SCEPTILE L:52 15/147

Wild KYOGRE used ICE BEAM!





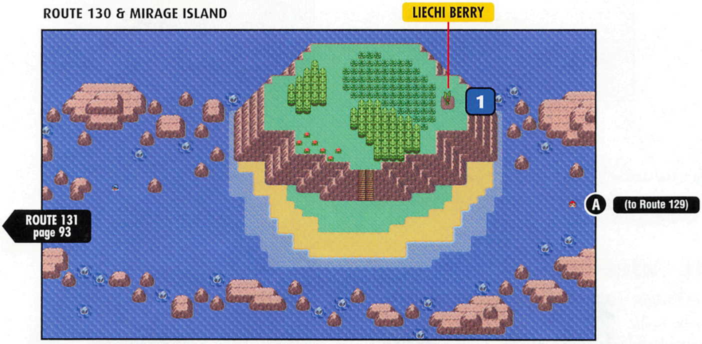


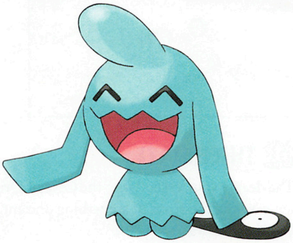


ROUTES 129 & 130 & MIRAGE ISLAND

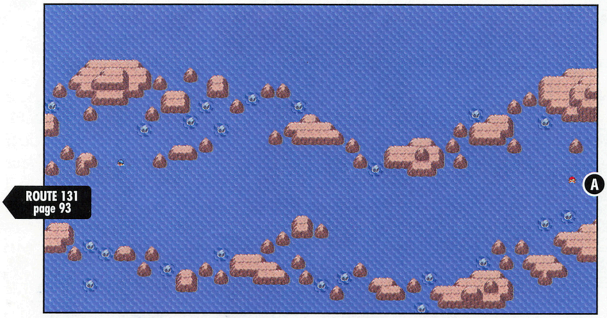
Normally, passing through Route 129 is a breeze—nothing but a whole lot of water and a smattering of Trainers to contend with. But once in a great while, Mirage Island materializes in the middle of the waterway. Some say its extremely rare appearance is a result of weather conditions; others say it's a matter of luck.

ROUTE 130 & MIRAGE ISLAND



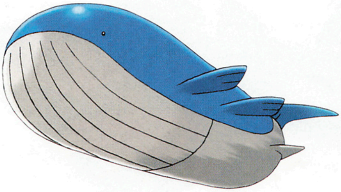


ROUTE 130

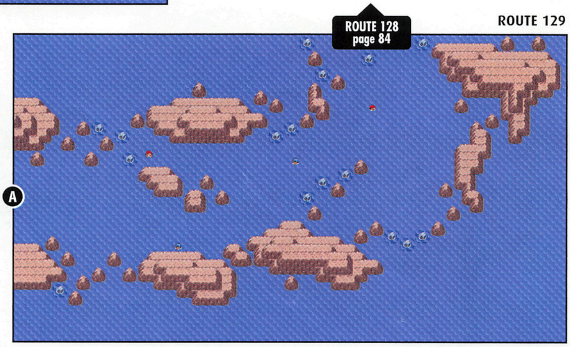


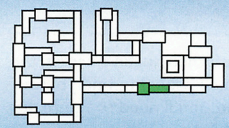
1 TOO GOOD TO BE TRUE

If you have the good fortune to explore Mirage Island, don't leave until you've collected its unique treasures. Wynaut run wild on the isle, so collect as many as you can before you leave—you may not be back for a very long time. Also pick the Liechi Berries from the plant. You should plant such rare berries so you can grow many more—just don't do it in Mirage Island's fleeting berry patch.



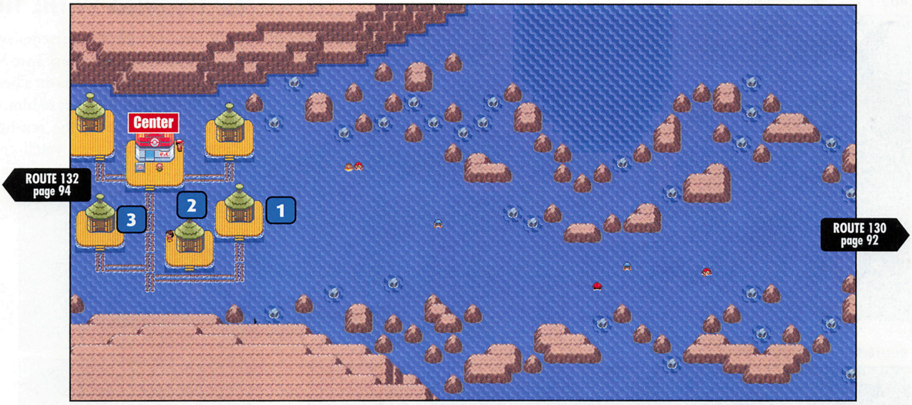
ROUTE 129





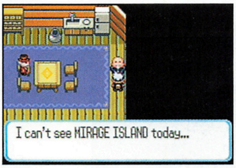
PACIFIDLOG TOWN & ROUTE 131

Tucked in Hoenn's tropical region, Pacifidlog Town sits quietly between water routes that flow to bustling cities. But make no mistake—the town, which floats above a colony of submerged Corsola, is just a dog paddle away from two of Hoenn's biggest secrets: Mirage Island and the Sky Pillar (see page 100).



1 THE MYSTERY OF MIRAGE ISLAND

Inside the floating huts, an old man stares out the window. Speak to him to learn whether he's currently spotting Mirage Island. Its appearance is extremely rare, so if he spots it, head east to the island—pronto!

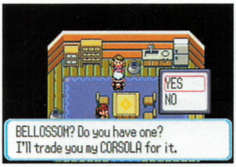


I can't see MIRAGE ISLAND today...

Check in with the old man every day. He might see the island, which appears only once in a blue moon.

2 A HARD BARGAIN **TROPIC MAIL**

A girl inside one of the huts will ask if you'd like to trade a Bellossom for her Corsola. Bellossom are hard to come by, but Corsola are rare finds in Hoenn—even though the town is built over a colony of the coral-like Pokémon.

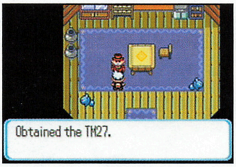


BELLOSSOM? Do you have one?
I'll trade you my CORSOLA for it.

If you make the trade, the girl's Corsola will come over to your collection with both a nickname and a held item—a Tropic Mail.

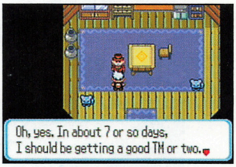
3 WEEKLY MOVE **TM 21 (FRUSTRATION)** **TM 27 (RETURN)**

An elderly gent boasts that he's the the Pokémon Fan Club's most important person—the chairman's younger brother. That's a dubious claim to fame, but he will be important to you once each week. If you speak to him, he'll evaluate the friendship between you and your lead Pokémon. If he deems that the Pokémon likes you a lot, he'll give you TM 27 (Return). If he judges that it's not fond of you, he'll give you TM 21 (Frustration).



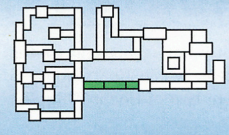
Obtained the TM27.

You'll receive either TM 21 or TM 27. Both moves are strong attacks, so you'll eventually want to get both from him.



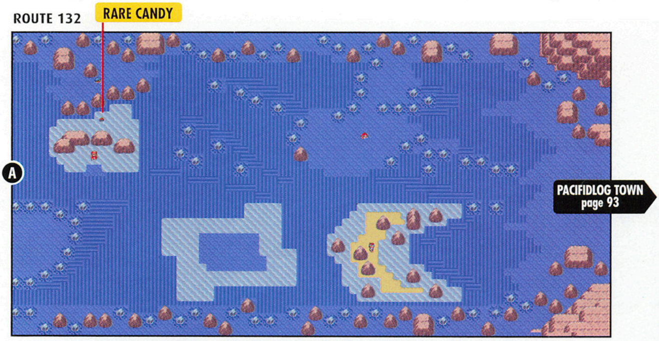
Oh, yes. In about 7 or so days,
I should be getting a good TM or two.

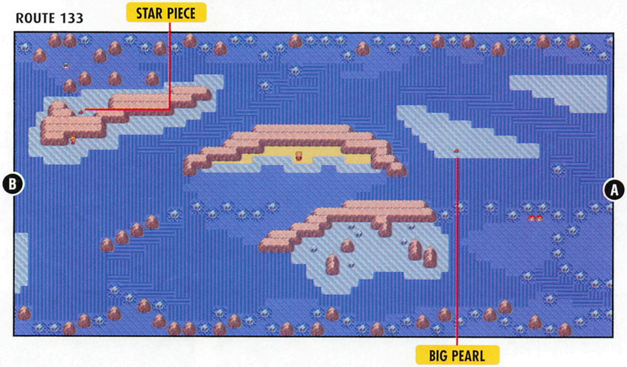
After he gives you a TM, speak to him again to learn how many days you must wait before he'll give you another one.

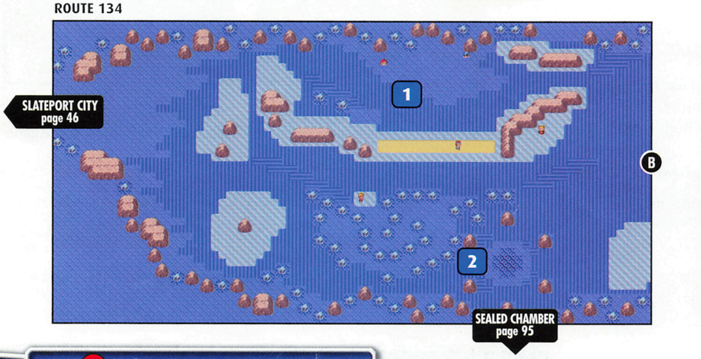


ROUTES 132, 133 & 134

A turbulent current flows westward from Pacifidlog Town. When surfing across the waters, you won't be able to control your direction, and you'll probably find yourself hurtling halfway to Slateport City or beached on a tiny island. You'll need to figure out which currents lead to important spots along the three routes.

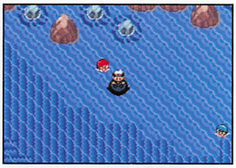

ROUTE 132
RARE CANDY
A
PACIFIDLOG TOWN
page 93

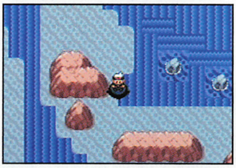

ROUTE 133
STAR PIECE
B
A
BIG PEARL


ROUTE 134
SLATEPORT CITY
page 46
1
B
2
SEALED CHAMBER
page 95

1 TRAINERS IN THE TIDE

You'll have to ride the currents several times before you'll bump into most Trainers. The one who runs on a beach is the hardest to reach. To get to him, enter the current just below the red-headed swimmer on Route 134—you'll end up beached near the isolated Trainer.

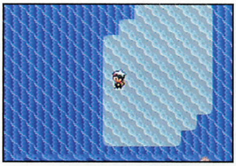




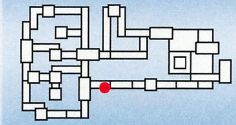
The current will beach you on a shoal. Use Surf to cross the narrow point that you can't walk past. You'll be within spitting distance of the Trainer.

2 UNDERSEA SECRET

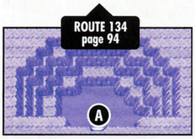
Within the swirl and turbulence of the three water routes, one water pocket runs especially deep. To reach it, stick to the southern edge of the water route, then launch yourself into the current from the spot shown below. When you drift into the small circle of darker water, use Dive to reach an underwater channel that leads to the Sealed Chamber.

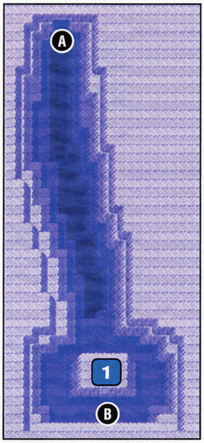


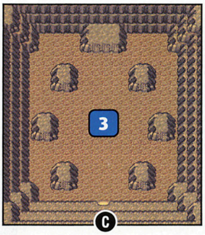
SEALED CHAMBER



Finding the entrance to the Sealed Chamber is perhaps one of your most difficult tasks. You will embark on a three-part quest to capture some of the rarest Pokémon in Hoenn—some that you might want to add to your collection before you challenge the Elite Four!

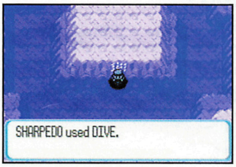






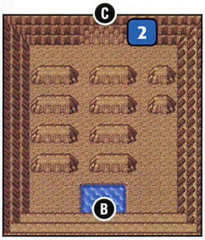
1 BREAKING THE SEAL

When you use Dive at Point 2 on the Route 134 map, you'll enter an underwater channel that leads to a dead end. You'll see a message chiseled into the rock. What could it mean? There's no way to know—for the moment. Stand in front of the text and return to the surface. You'll emerge in a new cavern.



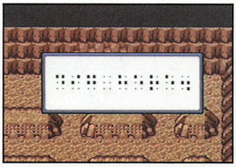
SHARPEDO used DIVE.

The message in Pokémon Ruby and Sapphire is in Visual Braille. Though you'll be jumping ahead in the story line (you're not meant to understand the first message right away), you can use the Visual Braille guide on page 176 to translate it.

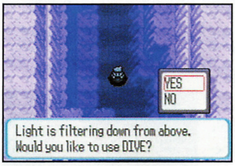


2 DIG FOR DEEPER TRUTH

In the cavern, you'll find 10 rock tablets peppered with Visual Braille (the 26-letter English alphabet, plus a period and a comma). You can figure out on your own what the symbols mean or refer to page 176 to find out.



After you know how the symbols translate, read the message on the northern wall. You'll learn how to break through the wall to reach the second cavern.



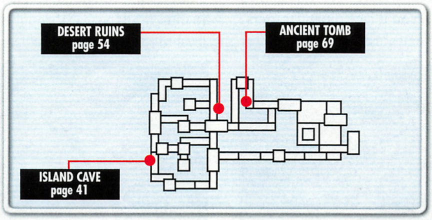
YES
NO

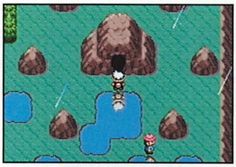
Light is filtering down from above.
Would you like to use DIVE?

When you're underwater, use Dive only at the wall that shows the messages to reach the cavern. If you use Dive anywhere else, you'll emerge on Route 134.

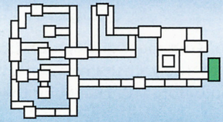
3 THE KEY TO THREE RUINS

In the innermost cavern, you'll be surrounded by seven mounds, each inscribed with more of the mysterious messages. Even when translated, the messages remain cryptic. Once you understand their meaning, you'll know what to do to trigger a seismic event. To complete the task, you may need to go on a Pokémon hunt. It's all worth the trouble—you'll unlock three new areas in Hoenn.





The message tells you to put a Relicanth in your team's lead position and a Wailord in the final position. After you complete the task, reenter the innermost cavern and approach the northern mound. The ground will shake and three ruins across Hoenn will break open. Each contains new mysteries—and a Pokémon that you can't find anywhere else.



EVER GRANDE CITY

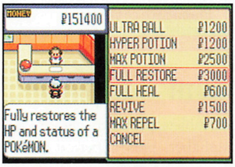
You'll need to surmount Ever Grande City's waterfall and Victory Road to reach the Pokémon League, every great Trainer's aspiration.

1 FROTHY FRONT DOOR

After you've found HM 07 (Waterfall) and obtained the Rain Badge, which allows you to use the move outside of battle, you'll be able to climb the massive waterfall that stands between you and Ever Grande City's highest plateau.

2 FINAL PREPARATIONS

The majestic building that houses the Pokémon League also contains a place to recharge your Pokémon and a basic shop. Reorganize your team, heal your Pokémon and stock up on items before you take on the Elite Four.



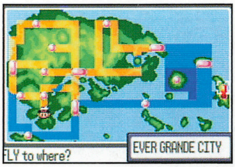
MONEY ₽151400

ULTRA BALL ₽1200
HYPER POTION ₽1200
MAX POTION ₽2500
FULL RESTORE ₽3000
FULL HEAL ₽600
REVIVE ₽1500
MAX REPEL ₽700
CANCEL

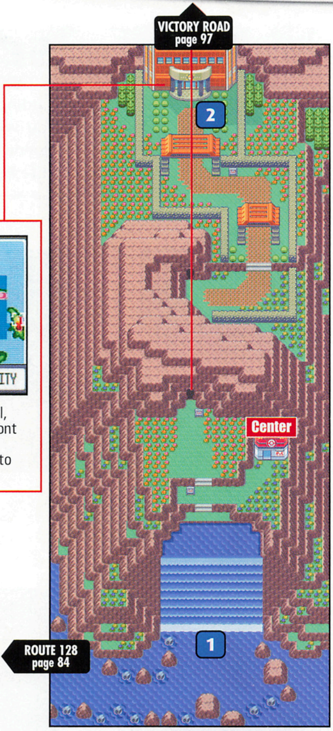
Fully restores the HP and status of a POKéMON.

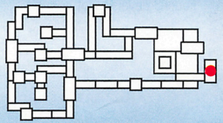
Fill your inventory with powerful items. You can't return to buy more between battles with members of the Elite Four.

SHOP			
FULL HEAL	600	MAX REPEL	700
FULL RESTORE	3,000	REVIVE	1,500
HYPER POTION	1,200	ULTRA BALL	1,200
MAX POTION	2,500		



After you've climbed the waterfall, you can use Fly to return to the front area. After you've reached the Pokémon League, you can use Fly to return to it, too.





VICTORY ROAD

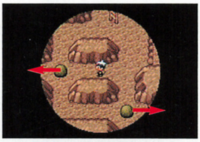
To reach the Pokémon League, you must survive Victory Road, which is less of a road than a labyrinth blocked by rocky debris. With lots of would-be Pokémon League Champions and powerful wild Pokémon crowding Victory Road, it's easy to lose your way. So close, yet so far—the Elite Four will never seem so distant!

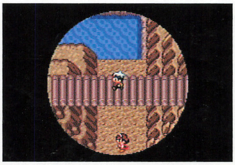
1 FORK IN THE WATER

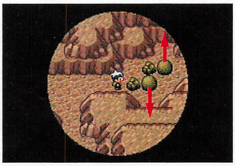
When you reach the first body of water, you'll be nearing the end of Victory Road. You can take two paths to reach the ladder at D. Head north across the water to reach land, then take the ladder, bridges and water path to the ladder. Or take the shortcut: Use Waterfall to climb the waterfall. If you go the long way, you'll face more Trainers, but if you go by waterfall, you'll meet one extraordinary Trainer.

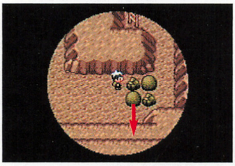
2 MUSCLING THROUGH

You must use Rock Smash and Strength on the breakable rocks and movable boulders, and you have to do it in a specific order. If you don't, you won't be able to muscle all the way through—leave the level to reset the rocky challenge.

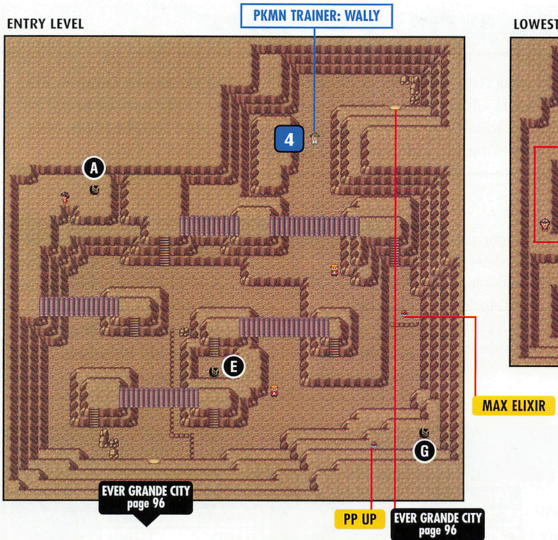




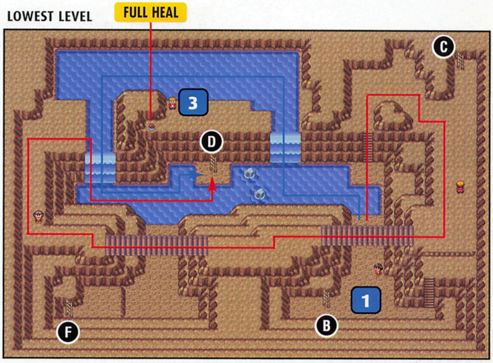




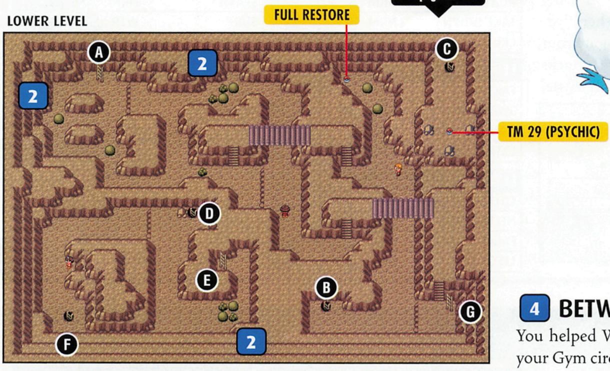
ENTRY LEVEL


PKMN TRAINER: WALLY
4
A
E
MAX ELIXIR
G
EVER GRANDE CITY page 96
PP UP
EVER GRANDE CITY page 96

LOWEST LEVEL


FULL HEAL
C
3
D
1
F
B

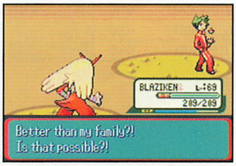
LOWER LEVEL


FULL RESTORE
A
2
C
2
TM 29 (PSYCHIC)
D
E
B
G
F
2

The lower two levels of Victory Road are drowned in darkness. You'll need to use Flash to illuminate the caverns.

3 ONE LAST WINSTRATE?

If you defeated the Winstrate family that lives on Route 111 (see page 54), you learned that their Trainer son is away on a quest to prove himself. Though he never reveals that he's related to the Winstrates—Victor, Victoria, Vivi and Vicky—Cool Trainer Vito mutters something about his family after you defeat him. You'll finally be able to say that you've beaten the whole clan.


BLAZIKEN L:69
209/209

Better than my family?!
Is that possible?!

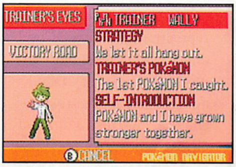
4 BETWEEN COLLEAGUES

You helped Wally catch his first Pokémon and battled him during your Gym circuit tour—now you'll have your big showdown against Wally, who is also traveling Victory Road to reach the Elite Four. His first Pokémon, Ralts, has fully evolved into a Gardevoir with tremendous Psychic-type attacks, and the rest of his crew is just as tough. To leave Victory Road, you'll need to beat your colleague.

GARDEVOIR L:45
SHARPEDO L:69
185/207

SHARPEDO used
CRUNCH!

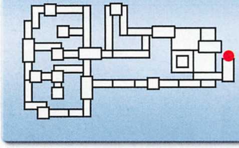
To defeat Wally's Psychic-type Gardevoir, attack it with Bug-, Ghost- and Dark-type attacks.


TRAINER'S EYES
VICTORY ROAD
B CANCEL
POKéMON NAVIGATOR

PKMN TRAINER WALLY
STRATEGY
We let it all hang out.
TRAINER'S POKéMON
The 1st POKéMON I caught.
SELF-INTRODUCTION
POKéMON and I have grown stronger together.

Soon after you defeat the Elite Four, Wally will be added to your Trainer's Eyes.

THE POKéMON LEAGUE



Know your foes before you step into the hallowed halls of the Pokémon League. The Elite Four—Sidney, Phoebe, Glacia and Drake—could eat Pokémon Gym Leaders for breakfast. The Pokémon League Champion, whose title you've come to take away, overshadows them all with his impenetrable Pokémon party.

PREPARING FOR THE CHAMPIONSHIP

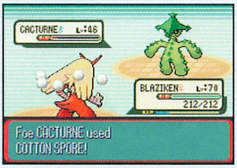
Analyze the weaknesses of the five Trainer teams below, then build your team with six Pokémon that have attack types that will best counter the Trainers' 26 Pokémon. Don't bother entering a Pokémon into the competition unless it's at least Level 45. You'll need every possible battle multiplier, so think about stocking your team with Pokémon whose types match their attack types (the x1.5 same-type multipliers could give you the edge). If you're using the same-type approach, use the table to the right to determine which Pokémon to take.

ATTACK TYPE	RECOMMENDED POKéMON
ELECTRIC	MAGNETON, MANECTRIC
FIRE	CAMERUPT, NINETALES
FIGHTING	HARIYAMA, BLAZIKEN
ICE	WALREIN, GLALIE
WATER	WAILORD, KYOGRE
GROUND	GROUDON, GOLEM

ELITE FOUR SIDNEY

RECOMMENDED MOVE TYPES: FIGHTING, BUG

Sidney stocks his team with Dark-type Pokémon, so you'll want to strike with Fighting-type attacks. But if you bring Fighting-type Pokémon into battle, pull them out when Sydney's Shiftry and Absol enter the field—they'll obliterate your Fighting-types with Extrasensory and Aerial Ace attacks respectively. When his Grass-and-Dark-type Pokémon battle, use Bug-type strikes to inflict extra damage to them—such moves will get a dual damage multiplier. Don't use Psychic-types. His team will use Dark-type moves to crush them.



CACTURNE L:46

BLAZIKEN L:70 212/212

Foe CACTURNE used COTTON SPORE!

LEVEL 46 MIGHTYENA	DRK
SAND-ATTACK	GRD
ROAR	NRM
TAKE DOWN	NRM
CRUNCH	DRK

LEVEL 48 SHIFTRY	GRS-DRK
FAKE OUT	NRM
SWAGGER	NRM
DOUBLE TEAM	NRM
EXTRASENSORY	PSY

LEVEL 46 CACTURNE	GRS-DRK
COTTON SPORE	GRS
NEEDLE ARM	GRS
FAINT ATTACK	DRK
LEECH SEED	GRS

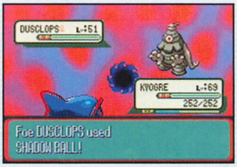
LEVEL 48 SHARPEDO	WTR-DRK
SWAGGER	NRM
SLASH	NRM
SURF	WTR
CRUNCH	DRK

LEVEL 49 ABSOL	DRK
SNATCH	DRK
AERIAL ACE	FLY
SWORDS DANCE	NRM
SLASH	NRM

ELITE FOUR PHOEBE

RECOMMENDED MOVE TYPES: GHOST, DARK

While training on Mt. Pyre, Phoebe developed a strong bond with Ghost-types. Only two attack types have an advantage over them. Use Ghost-type attacks, but don't deliver them with Ghost-type Pokémon—they're highly susceptible themselves to Ghost-type attacks. You'll be better off using Dark-type attacks, delivered by Dark-type Pokémon for maximum effect. Don't use Normal- or Fighting-type attacks against Phoebe's team—they're useless against Ghost-types. To play the best defensive game, bring out Steel-type Pokémon.

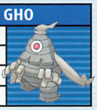


DUSCLOPS L:51

KYOGRE L:69 252/252

Foe DUSCLOPS used SHADOW BALL!

LEVEL 48 DUSCLOPS	GHO
FUTURE SIGHT	PSY
CURSE	?
CONFUSE RAY	GHO
SHADOW PUNCH	GHO

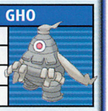


LEVEL 49 BANETTE	GHO
SPITE	GHO
WILL-O-WISP	FIRE
SHADOW BALL	GHO
FAINT ATTACK	DRK

LEVEL 50 SABLEYE	DRK-GHO
PSYCHIC	PSY
SHADOW BALL	GHO
FAINT ATTACK	DRK
ATTRACT	NRM

LEVEL 49 BANETTE	GHO
PSYCHIC	PSY
TOXIC	PSN
SHADOW BALL	GHO
SKILL SWAP	PSY

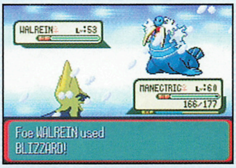
LEVEL 51 DUSCLOPS	GHO
ICE BEAM	ICE
SHADOW BALL	GHO
CONFUSE RAY	GHO
EARTHQUAKE	GRD



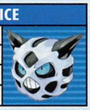
ELITE FOUR GLACIA

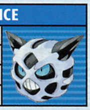
RECOMMENDED MOVE TYPES: FIGHTING, ELECTRIC

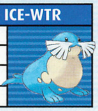
Glacia's Pokémon all have Ice-type elements, but most of them are dual Ice-and-Water-type Pokémon. Sadly, no attack types score dual damage against such Pokémon. Strike hard with either Fighting- or Electric-type attacks. More attack types are very effective against one or the other, but don't deliver them with Pokémon that have a matching type, or your Pokémon will be exposed to a storm of Water- and Ice-type attacks. If you use Pokémon that have the Thick Fat ability, you'll have extra protection against Glacia's

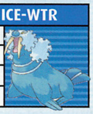


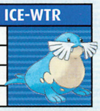
Foe WALREIN used BLIZZARD!

LEVEL 50	GLALIE	ICE
HAIL	ICE	
LIGHT SCREEN	PSY	
ICE BEAM	ICE	
CRUNCH	DRK	

LEVEL 52	GLALIE	ICE
HAIL	ICE	
SHADOW BALL	GHO	
ICE BEAM	ICE	
CRUNCH	DRK	

LEVEL 50	SEALEO	ICE-WTR
SURF	WTR	
ICE BALL	ICE	
HAIL	ICE	
BODY SLAM	NRM	

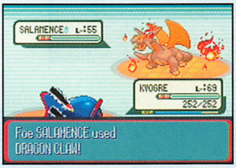
LEVEL 53	WALREIN	ICE-WTR
SURF	WTR	
BODY SLAM	NRM	
BLIZZARD	ICE	
SHEER COLD	ICE	

LEVEL 52	SEALEO	ICE-WTR
HAIL	ICE	
BLIZZARD	ICE	
ATTRACT	NRM	
DIVE	WTR	

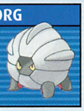
ELITE FOUR DRAKE

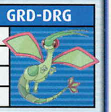
RECOMMENDED MOVE TYPES: DRAGON, ICE

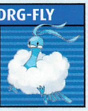
The salty member of the Elite Four fights with rare Dragon-types, most of them dual types. They wield a terrifying arsenal of attacks. To vanquish Drake's Dragon-types, strike them with Dragon-type moves. Just don't deliver the moves with Dragon-type Pokémon—they're extremely vulnerable to Dragon-type attacks. You should also attack with Ice-type moves, especially against Drake's two Flygon. But don't deliver Ice-type attacks with Ice-type Pokémon—four of Drake's Pokémon possess attacks that will crush Ice-types.

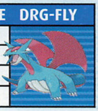


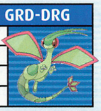
Foe SALAMENCE used DRAGON CLAW!

LEVEL 52	SHELGON	DRG
ROCK TOMB	RCK	
DRAGON CLAW	DRG	
PROTECT	NRM	
CRUNCH	DRK	

LEVEL 53	FLYGON	GRD-DRG
DRAGONBREATH	DRG	
FLAMETHROWER	FIRE	
SAND-ATTACK	GRD	
CRUNCH	DRK	

LEVEL 54	ALTARIA	DRG-FLY
DRAGON DANCE	DRG	
DRAGONBREATH	DRG	
TAKE DOWN	NRM	
REFRESH	NRM	

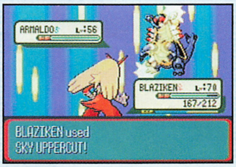
LEVEL 55	SALAMENCE	DRG-FLY
DRAGON CLAW	DRG	
CRUNCH	DRK	
FLAMETHROWER	FIRE	
FLY	FLY	

LEVEL 53	FLYGON	GRD-DRG
SANDSTORM	RCK	
DIG	GRD	
DRAGONBREATH	DRG	
FLY	FLY	

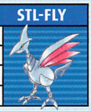
CHAMPION STEVEN

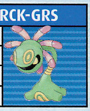
RECOMMENDED MOVE TYPES: FIRE, WATER, FIGHTING

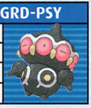
Steven's Steel-type Pokémon have few weak spots, and they're mostly covered by dual-type protections. Use Fighting- and Ground-type attacks to hammer Aggron with massive damage. Against his other two Steel-types, use Fire-type attacks—use those plus Electric-type moves against Skarmory. Steven's other three Pokémon are tough dual-types, too. Blitz 'em with Water- and Fighting-type attacks, depending on which Pokémon you're facing. Overall, you'll need to counter Steven's Pokémon one by one. As a team, they're nearly invulnerable.

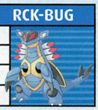


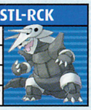
BLAZIKEN used SKY UPPERCUT!

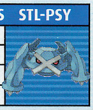
LEVEL 57	SKARMORY	STL-FLY
TOXIC	PSN	
STEEL WING	STL	
AERIAL ACE	FLY	
SPIKES	GRD	

LEVEL 56	CRADILY	RCK-GRS
CONFUSE RAY	GHO	
SLUDGE BOMB	PSN	
ANCIENTPOWER	RCK	
GIGA DRAIN	GRS	

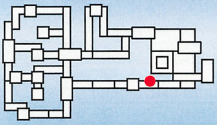
LEVEL 55	CLAYDOL	GRD-PSY
LIGHT SCREEN	PSY	
ANCIENTPOWER	RCK	
REFLECT	PSY	
EARTHQUAKE	GRD	

LEVEL 56	ARMALDO	RCK-BUG
SLASH	NRM	
ANCIENTPOWER	RCK	
AERIAL ACE	FLY	
WATER PULSE	WTR	

LEVEL 56	AGGRON	STL-RCK
EARTHQUAKE	GRD	
THUNDER	ELC	
DRAGON CLAW	DRG	
SOLARBEAM	GRS	

LEVEL 58	METAGROSS	STL-PSY
EARTHQUAKE	GRD	
METEOR MASH	STL	
PSYCHIC	PSY	
HYPER BEAM	NRM	

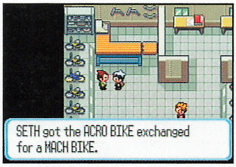
SKY PILLAR



Pacifidlog citizens have seen a rare Pokémon flying nearby, but nothing special will come into view for you until you become the Pokémon League Champion. Then you'll see the Sky Pillar loom above Route 131 and you'll have your chance to capture the Pokémon inside. That is, if you can beat your toughest challenge yet—mastering the Mach Bike.

1 CRUMBLING PILLAR

Many floors of the ancient Sky Pillar are cracked and weak. If you hop onto your Mach Bike, you might be able to speed across the crumbling spots before they collapse. On the upper floors you'll need to veer around corners multiple times without losing momentum or bumping into any obstacles.

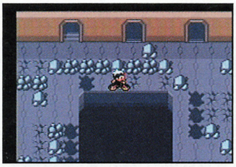


SETH got the ACRO BIKE exchanged for a MACH BIKE.

If you don't have the Mach Bike, use Fly to go to Mauville City and get it from the shopkeeper at Rydel's Cycles. Fly back to Pacifidlog Town and surf to the Sky Pillar to begin your Mach Bike-riding challenge.

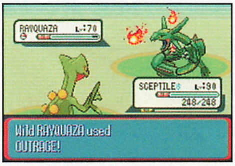
2 BRAKE & BREAK THROUGH

During the most difficult Mach Bike challenge, you'll need to take three corners without losing momentum. The third turn will send you hurtling toward a dead end. Brake to avoid crashing. You'll want to stop on the crumbling spots in the middle. If you do, you'll fall through them to an advantageous spot on the level below.



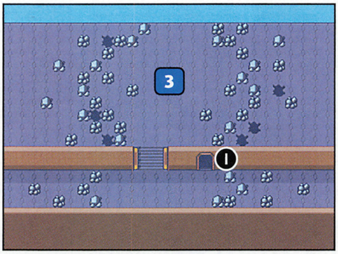
3 RUSTLE UP SOME RAYQUAZA

The Dragon-and-Flying-type Rayquaza is coiled atop the Sky Pillar—the only place you'll find it in Hoenn. You'll have only one chance to catch the Pokémon, so be prepared to battle it into a weakened state. Come equipped with a powerful Ultra Ball or Master Ball—the one-of-a-kind Rayquaza is tough.

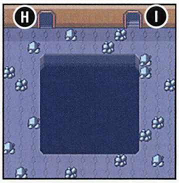


Wild RAYQUAZA used OUTRAGE!

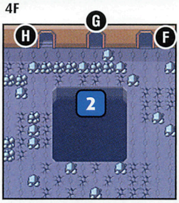
ROOF



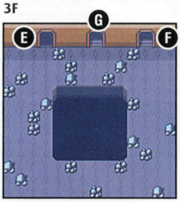
5F



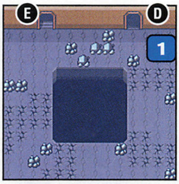
4F



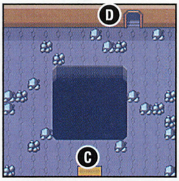
3F

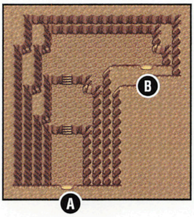


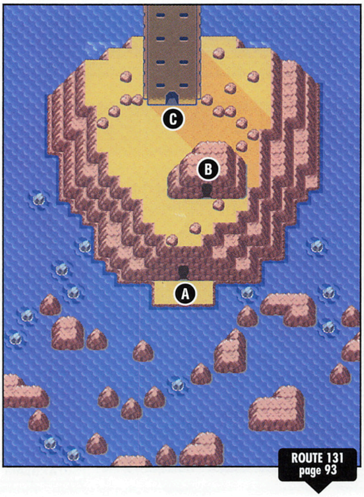
2F



GROUND FLOOR

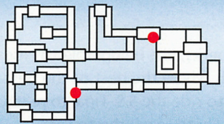




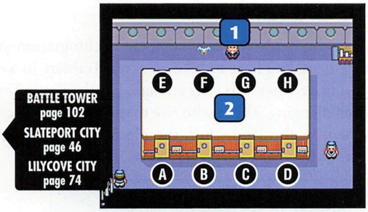


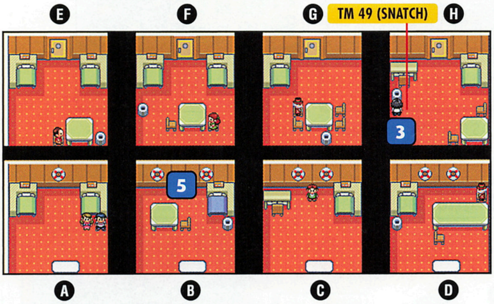
ROUTE 131
page 93

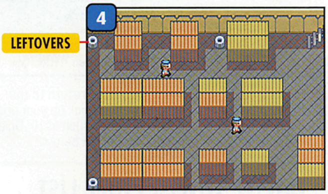
S.S. TIDAL



After you become the Pokémon League Champion, your father will hand you a gift from Mr. Briney—a ticket for the newly completed *S.S. Tidal*. With it, you can ride the ship to Slateport City, Lilycove City and the Battle Tower. The ship itself offers some modest adventures to keep you entertained along the way.







1 SALTY OLD FRIEND

Mr. Briney once claimed that he'd retired from duty. Perhaps ferrying you around Hoenn put the taste of captaining back in his blood, because once he saw the completed *S.S. Tidal*, he took responsibility for the new vessel.

They made me honorary captain of the S.S. TIDAL!

2 BATTLE ON BOARD

The *S.S. Tidal* has eight cabins, and six of them contain Trainers who are itching for something to do during the trip—a quick battle sounds like just the ticket. They're a motley crew of Trainers. One person has a team screaming with Skitty, and one Trainer couple boast that their Luvdisc will triumph over all. Even if you beat every Trainer along the way, chances are you'll still need to head back to your cabin for a few winks (see tip 5).

GENTLEMAN THOMAS would like to battle!

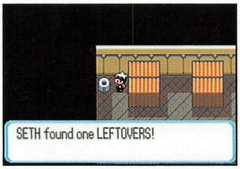
To battle Trainers, enter their cabin and walk up to them. They'll welcome your entrance and a good battle—especially with the Pokémon League Champion!

3 A SNEAKY MOVE **TM 49 (SNATCH)**

Step inside the northeast cabin and speak to the shifty person who's checking out the trash can. He'll hand you TM 49 (Snatch). The move is just as sneaky as he is. If your Pokémon uses it in battle, your Pokémon will wait for its foe to make a move. If the move has a non-damaging effect, the Pokémon will steal the move for one round and turn the move against your Pokémon's foe.

4 LEFTOVERS IN THE TRASH

If you can battle your way past the two sailors who call themselves the Cleanup Brothers, rummage through the garbage container in the northwest corner. You'll find Leftovers. If a Pokémon hangs onto the item, it will regain some hit points every turn in combat. Unfortunately, the Cleanup Brothers have done their job a little too well—there's nothing in the other two garbage containers.



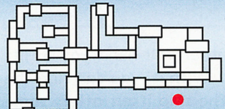
SETH found one LEFTOVERS!

MACHOP L:43
BLAZIKEN L:45
99/140

BLAZIKEN's LEFTOVERS restored its HP a little!

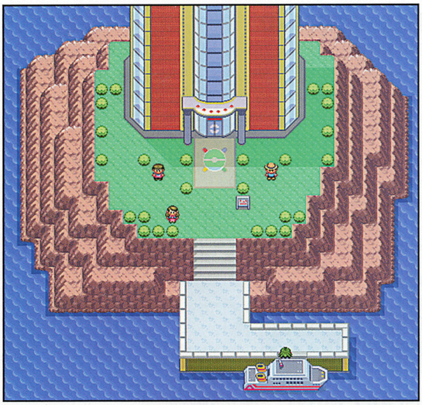
5 CATCH A FEW WINKS

When the *S.S. Tidal* is making the trip between Slateport City and Lilycove City, you'll need to take a nap to pass the time that it'll take the ship to complete the trip. If you don't explore the ship at all, you'll probably need to take two naps.



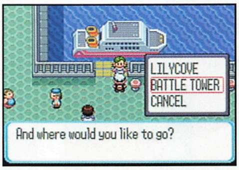
BATTLE TOWER

Being the Pokémon League Champion comes with some great perks, like being able to ride the S.S. Tidal and compete in the Battle Tower. The Battle Tower is where the best of the best show off their Pokémon-training skills to win prizes. You'll need to ride the S.S. Tidal to reach the Battle Tower the first time. Any time thereafter, you can use Fly to reach the tower.



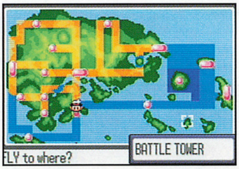
BRING ON THE BATTLES!

Pokémon Trainers come to the Battle Tower to compete in elimination-style battles for notoriety and prizes. You have to take on seven Trainers in a row and beat them all to win a prize. It sounds easy enough, but the Battle Tower regulations make it very challenging. Those who rise to the top are praised as the best Pokémon Trainers in the land—just the place for the Pokémon League Champion to further fine-tune his or her skills!



And where would you like to go?

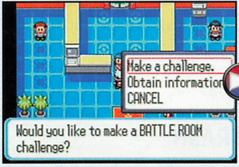
Flash the S.S. Ticket Mr. Briney sent you to board the *S.S. Tidal.*



FLY to where?

Once the Battle Tower appears on your map, you can fly there yourself.

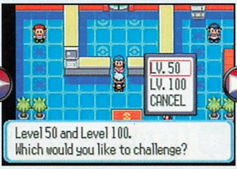
Talk to the Receptionist



Would you like to make a BATTLE ROOM challenge?

Talk to the receptionist at the Battle Tower counter to obtain information about the Battle Tower and to register for a Battle Room.

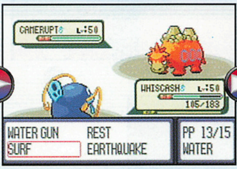
Select a Battle Room



Level 50 and Level 100.
Which would you like to challenge?

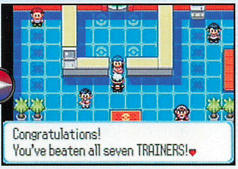
Pokémon Trainers can register for two Battle Rooms—Level 50 and Level 100. You can enter three Pokémon in a battle.

Battle Seven Trainers



When you enter a Battle Room, you'll battle seven Trainers in a row. A Battle Tower staff member will restore your Pokémon between matches.

Win a Prize!



Congratulations!
You've beaten all seven TRAINERS!♥

If you win a battle, return to the reception desk to pick up your prize. You can win items such as HP Up and Protein. See the list below.

BATTLE TOWER REGULATIONS

The Battle Tower has specific regulations that all contestants must observe (see below). The rules are very different from any other kind of Pokémon battle and require Pokémon Trainers to use a whole new level of strategy to win. Only the best Pokémon Trainers will make it to the top!

- Only three Pokémon may enter the battle.
- All three Pokémon must be different.
- Some Pokémon are prohibited from entering. (Groudon and Kyogre, etc.)
- No two of your Pokémon can hold the same item. Held items are the only items allowed. You can't use items on your Pokémon during battles.
- Certain Pokémon may have level restrictions placed on them.
- A Battle Tower staff member will restore your Pokémon's HP and PP after every battle.
- Pick up your prize at the reception desk after you beat seven Trainers.
- Pokémon earn no experience from battles.
- When you battle against Pokémon you haven't seen before, they aren't added to your Pokédex.

BATTLE TOWER PRIZE LIST

DEFEAT ALL SEVEN TRAINERS	
1st THROUGH 5th VICTORIES	6th VICTORY AND ON
HP UP	BRIGHT POWDER
PROTEIN	WHITE HERB
IRON	QUICK CLAW
CARBOS	MENTAL HERB
CALCIUM	CHOICE BAND
ZINC	KING'S ROCK
	FOCUS BAND
	SCOPE LENS
	LEFTOVERS

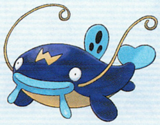
WIN 50 SUCCESSIVELY
AWARD RIBBON
SILVER SHIELD

WIN 100 SUCCESSIVELY
GOLD SHIELD

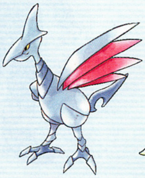
STRATEGICALLY FORM YOUR POKéMON TRIO

In the Battle Tower, you are permitted to bring only three Pokémon into a battle. The three you choose must make it through all seven opponents. After each battle, a Battle Tower staff member will refresh your Pokémon, but you can't use any items during a match. Form a Pokémon trio that complements each other's strength and weaknesses for the best results.

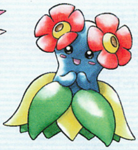
SAMPLE TEAM



#128 WHISCASH
WTR-GRD

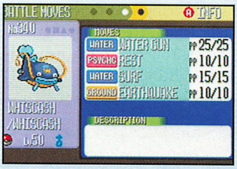


#115 SKARMORY
STL-FLY



#91 BELLOSSOM
GRS

When forming your Pokémon battle team, choose a well-rounded trio. Dual-type Pokémon are often good choices, but always keep a Pokémon's move types in mind. Your first Pokémon should be diverse in its moves and strong. Your second Pokémon should cover any of the first Pokémon's weak points, and your third should cover any of the second Pokémon's weak points.



BATTLE MOVES
No340
WHISCASH
/WHISCASH
Lv50

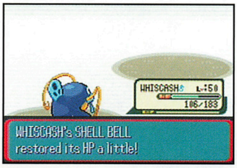
MOVES

WATER	WATER GUN	PP 25/25
PSYCHIC	REST	PP 10/10
WATER	SURF	PP 15/15
GROUND	EARTHQUAKE	PP 10/10

DESCRIPTION

USEFUL HOLD ITEMS

You, as the Pokémon Trainer, can't use any items on your Pokémon while in battle, but your Pokémon can use items they are holding. Use held items that restore health, heal status ailments, enhance your Pokémon or negatively affect your foe to gain the edge during battles.



WHISCASH Lv50 106/183

WHISCASH's SHELL BELL restored its HP a little!

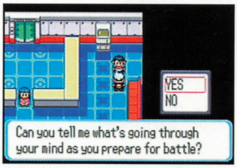
The Shell Bell is an excellent held item. It replenishes the user's HP each time your opponent is damaged.

Recommended Battle Tower Held Items

ITEM	DESCRIPTION	LOCATION
QUICK CLAW	Increases chances of attacking first	Rustboro City/Wild Pokémon
LEFTOVERS	Restores HP gradually during battle	Battle Tower
KING'S ROCK	May cause flinching when opponent is hit	Mossdeep City/Wild Hariyama
SHELL BELL	Restores HP by 1/8 of damage to opponent	Shoal Cave
SITRUS BERRY	Restores 30 HP when it's half or lower	Lilycove City/Routes 118, 119, 123/ Wild Linoone
LAX INCENSE	Lowers opponent's Accuracy; also encourages Wobbuffet to produce an Egg when in Pokémon Day Care	Mt. Pyre
WHITE HERB	Cures status condition	Route 104

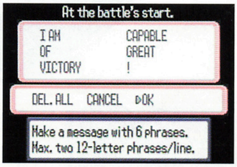
CREATE YOUR BATTLE MESSAGE

If you mix records with a friend, that friend could appear in your Battle Tower as an opponent. The six-phase message you create will carry over with the record, as will your friend's message.



Can you tell me what's going through your mind as you prepare for battle?

Talk to the boy standing in front of the Battle Tower's PC to create your battle message.



At the battle's start.

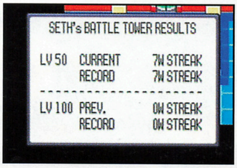
```
I AM        CAPABLE
OF          GREAT
VICTORY     !
```

Make a message with 6 phrases.
Max. two 12-letter phrases/line.

Combine six words or short phrases that you will say at the beginning of each battle.

KEEP TRACK OF YOUR PROGRESS

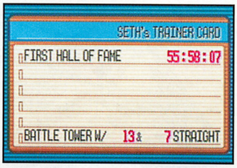
You can check how well you're doing at the Battle Tower reception desk or by looking at the back of your Trainer's Card. Your present score and all-time top score will be listed in both places.



```
SETH's BATTLE TOWER RESULTS

LV 50   CURRENT    7W STREAK
        RECORD     7W STREAK
----------------------------
LV 100  PREV.      0W STREAK
        RECORD     0W STREAK
```

The PC on the reception desk's left counter displays your current battle records and your highest battle record.



SETH's TRAINER CARD

FIRST HALL OF FAME 55:58:07

BATTLE TOWER W/ 13 & 7 STRAIGHT

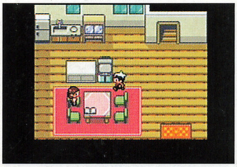
After you've won a battle at the Battle Tower, you can view your records on the back of your Trainer's Card.

AFTER THE CHAMPIONSHIP

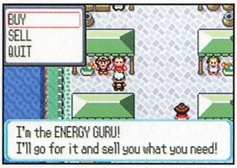
After you beat the Elite Four and the Pokémon League Champion, you'll find new ways to prove that you're the craftiest Trainer around. You'll go on more challenging hunts for bargains and super-rare Pokémon!

KEEP AN EYE ON THE TELEVISION

After you become the Pokémon League Champion and enter the Hall of Fame, you'll start seeing brand new television shows on TVs across Hoenn. When you see a television screen flashing, sidle up to the tube and take a look at what's being aired. You may catch news about one-time events, special sales and rare Pokémon sightings.



You'll know if there's something worth watching when the TV flashes.



I'm the ENERGY GURU!
I'll go for it and sell you what you need!

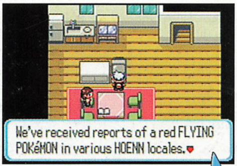
After you see a show about a location, head there in a hurry!

Types of TV Broadcasts

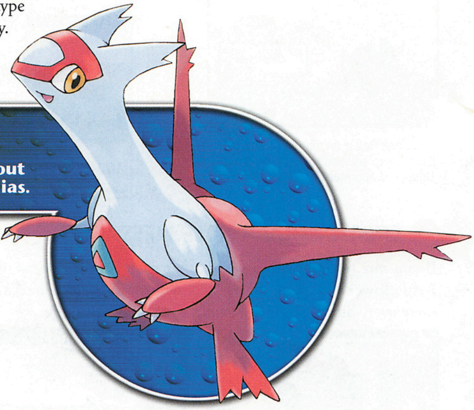
- **COMMERCIALS FOR THE ENERGY GURU IN SLATEPORT CITY: THE SALESPERSON WILL SELL GOODS AT HALF PRICE.**
- **POKéMON SIGHTINGS: RACE TO THE REVEALED AREA TO FIND A SUDDEN SWELL IN THE SPECIFIC POKéMON POPULATION.**
- **COMMERCIALS FOR THE MAUVILLE GAME CORNER: THE PAYOUTS AT THE GAME CORNER WILL INCREASE FOR A TIME.**
- **COMMERCIALS FOR THE LILYCOVE DEPARTMENT STORE: THE STORE WILL SELL ITEMS ON THE ROOF AT A GREAT DISCOUNT.**

LATIOS OR LATIAS APPEARS

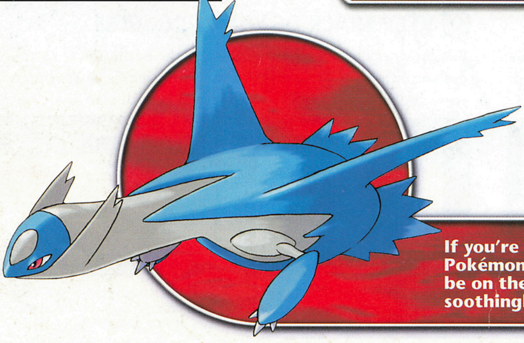
You will also see TV shows about a mega-rare Pokémon that's being spotted all over Hoenn. The shows will track Latios in Pokémon Ruby Version and Latias in Pokémon Sapphire version. After you've met the amazing Dragon-and-Psychic-type Pokémon in your game, you can consult the Pokédex to find its typical territory.



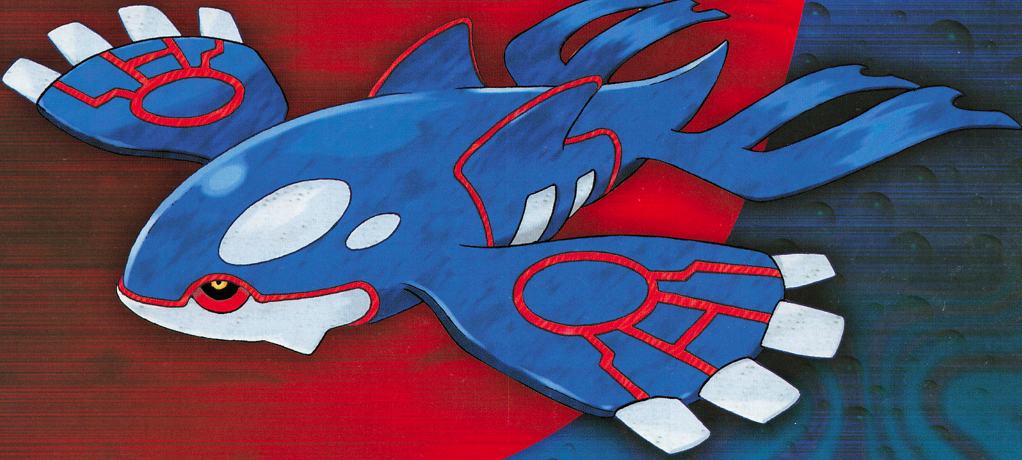
We've received reports of a red FLYING POKéMON in various HOENN locales.♥



If you're playing Pokémon Sapphire, you'll be on the lookout for the sleek, red Latias.



If you're playing Pokémon Ruby, you'll be on the hunt for the soothingly blue Latios.



POKéDEX

READING THE POKéDEX

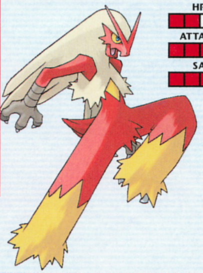
The Pokédex is packed with detailed info about Hoenn's Pokémon. This page explains every abbreviation, color, label and number that you'll see in the Pokédex.

#6 BLAZIKEN

FIELD

COMBUSKEN: LEVEL 36

TYPE: **FIRE-FIGHTING** ABILITY: **BLAZE**



HP	SPEED
■■□□	■■■□
ATTACK	**DEFENSE**
■■■■	■■□□
SA	**SD**
■■■□	■■□□

LEVEL-UP MOVES

MOVE	TYPE	#4	#5	#6
FIRE PUNCH	FIRE	-	-	1
SCRATCH	NRM	1	1	1
GROWL	NRM	1	1	1
FOCUS ENERGY	NRM	-	1	1
EMBER	FIRE	-	1	1
FOCUS ENERGY	NRM	7	7	7
EMBER	FIRE	10	13	13
DOUBLE KICK	FTG	-	16	16
PECK	FLY	16	17	17
SAND-ATTACK	GRD	19	21	21
FIRE SPIN	FIRE	25	-	-
BULK UP	FTG	-	28	28
QUICK ATTACK	NRM	28	32	32
BLAZE KICK	FIRE	-	-	36
SLASH	NRM	34	39	42
MIRROR MOVE	FLY	37	43	49
FLAMETHROWER	FIRE	43	-	-
SKY UPPERCUT	FTG	-	50	59

TM & HM MOVES

#	MOVE	TYPE	#4	#5	#6
01	FOCUS PUNCH	FTG	-	●	●
05	ROAR	NRM	-	-	●
06	TOXIC	PSN	●	●	●
08	BULK UP	FTG	-	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIRE	●	●	●
15	HYPER BEAM	NRM	-	-	●
17	PROTECT	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
26	EARTHQUAKE	GRD	-	-	●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
31	BRICK BREAK	FTG	-	●	●
32	DOUBLE TEAM	NRM	●	●	●
35	FLAMETHROWER	FIRE	●	●	●
38	FIRE BLAST	FIRE	●	●	●
39	ROCK TOMB	RCK	●	●	●
40	AERIAL ACE	FLY	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
50	OVERHEAT	FIRE	●	●	●
H1	CUT	NRM	●	●	●
H4	STRENGTH	NRM	●	●	●
H6	ROCK SMASH	FTG	●	●	●
EG	COUNTER	FTG	●	-	-
EG	REVERSAL	FTG	●	-	-
EG	ENDURE	NRM	●	-	-
EG	SWAGGER	NRM	●	-	-
EG	ROCK SLIDE	RCK	●	-	-
EG	SMELLINGSALT	NRM	●	-	-

POKéDEX #, NAME, EVOLUTION, TYPE & ABILITY

The Pokédex number, name, evolutionary information, type and possible abilities are displayed for each Pokémon. If a Pokémon requires a special item or condition to evolve, it will appear after the pre-evolution Pokémon name. Some Pokémon could have one of two possible abilities.

LEVEL-UP MOVES

Each Pokémon learns moves automatically when it gains levels. The level at which a Pokémon learns a level-up move is displayed under the Pokémon's Pokédex number. Some evolved Pokémon learn level-up moves later than unevolved Pokémon.

TM & HM MOVES

You can teach TM and HM moves to your Pokémon if you have the proper Technical Machine or Hidden Machine. Dots indicate which members of the evolutionary chain can learn each move. The TM or HM number, type and name are listed.

PHYSICAL OR SPECIAL

All moves are displayed in either black or green. Moves displayed in black are physical moves—they are very effective when used by Pokémon with a high Attack rating. Moves displayed in green are special moves—they are particulary effective when used by a Pokémon with a high Special Attack rating. Experiment with using effective moves that match a Pokémon's type to really pack a punch.

EGG TYPE

All Pokémon belong to one or two of the 14 different Egg types. When you want to obtain a Pokémon Egg, choose two opposite-gender Pokémon with the same Egg type and leave them at the Pokémon Day Care. If you don't choose two Pokémon that have the same Egg type, you won't get an Egg. The Egg type "None" applies to Pokémon that you can't obtain from a Pokémon Egg. See page 16 for more information about Eggs.

STATISTICS GAUGES

Each Pokémon's relative statistics are displayed with a four-square rating system. SA stands for Special Attack, and SD stands for Special Defense. The example shows a Pokémon whose Attack rating is significantly higher than its other statistics.

POKéMON TYPES

BUG	BUG
DARK	DRK
DRAGON	DRG
ELECTRIC	ELC
FIGHTING	FTG
FIRE	FIRE
FLYING	FLY
GHOST	GHO
GRASS	GRS
GROUND	GRD
ICE	ICE
NORMAL	NRM
POISON	PSN
PSYCHIC	PSY
ROCK	RCK
STEEL	STL
WATER	WTR

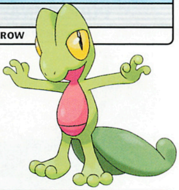
EGG MOVES

EG is an abbreviation for Egg. Any move with EG before it indicates that the Pokémon could hatch from a Pokémon Egg with knowledge of that move. If the Pokémon has no Egg type, no Egg moves will be listed. Not all Pokémon with an Egg type have Egg moves.

#1 TREECKO

MONSTER/DRAGON

TYPE: **GRASS** ABILITY: **OVERGROW**



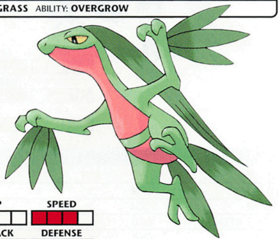
HP	SPEED
🟥⬜⬜⬜	🟥🟥⬜⬜
ATTACK	**DEFENSE**
🟥🟥⬜⬜	🟥⬜⬜⬜
SA	**SD**
🟥🟥⬜⬜	🟥🟥⬜⬜

#2 GROVYLE

MONSTER/DRAGON

TREECKO: LEVEL 16

TYPE: **GRASS** ABILITY: **OVERGROW**



HP	SPEED
🟥⬜⬜⬜	🟥🟥🟥⬜
ATTACK	**DEFENSE**
🟥🟥⬜⬜	🟥🟥⬜⬜
SA	**SD**
🟥🟥🟥⬜	🟥🟥⬜⬜

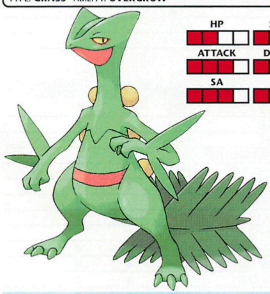
#3 SCEPTILE

MONSTER/DRAGON

GROVYLE: LEVEL 36

TYPE: **GRASS** ABILITY: **OVERGROW**

HP	SPEED
🟥🟥⬜⬜	🟥🟥🟥🟥
ATTACK	**DEFENSE**
🟥🟥🟥⬜	🟥🟥⬜⬜
SA	**SD**
🟥🟥🟥⬜	🟥🟥⬜⬜



LEVEL-UP MOVES

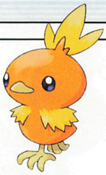
MOVE	TYPE	#1	#2	#3
POUND	NRM	1	1	1
LEER	NRM	1	1	1
ABSORB	GRS	-	1	1
QUICK ATTACK	NRM	-	1	1
ABSORB	GRS	6	6	6
QUICK ATTACK	NRM	11	11	11
FURY CUTTER	BUG	-	16	16
PURSUIT	DRK	16	17	17
SCREECH	NRM	21	23	23
MEGA DRAIN	GRS	26	-	-
LEAF BLADE	GRS	-	29	29
AGILITY	PSY	31	35	35
SLAM	NRM	36	41	43
DETECT	FTG	41	47	51
GIGA DRAIN	GRS	46	-	-
FALSE SWIPE	NRM	-	53	59

#4 TORCHIC

FIELD

TYPE: **FIRE** ABILITY: **BLAZE**

HP	SPEED
🟥⬜⬜⬜	🟥🟥⬜⬜
ATTACK	**DEFENSE**
🟥🟥⬜⬜	🟥⬜⬜⬜
SA	**SD**
🟥🟥⬜⬜	🟥🟥⬜⬜



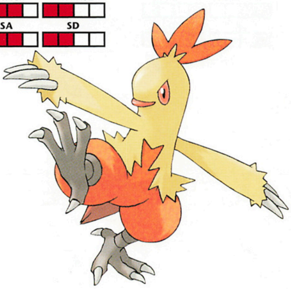
#5 COMBUSKEN

FIELD

TORCHIC: LEVEL 16

TYPE: **FIRE-FIGHTING** ABILITY: **BLAZE**

HP	SPEED
🟥🟥⬜⬜	🟥🟥⬜⬜
ATTACK	**DEFENSE**
🟥🟥🟥⬜	🟥🟥⬜⬜
SA	**SD**
🟥🟥🟥⬜	🟥🟥⬜⬜



TM & HM MOVES

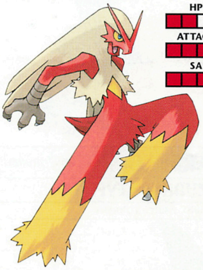
#	MOVE	TYPE	#1	#2	#3
01	FOCUS PUNCH	FTG	●	●	●
02	DRAGON CLAW	DRG	-	-	●
05	ROAR	NRM	-	-	●
06	TOXIC	PSN	●	●	●
09	BULLET SEED	GRS	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIRE	●	●	●
15	HYPER BEAM	NRM	-	-	●
17	PROTECT	NRM	●	●	●
19	GIGA DRAIN	GRS	●	●	●
20	SAFEGUARD	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
22	SOLARBEAM	GRS	●	●	●
23	IRON TAIL	STL	●	●	●
26	EARTHQUAKE	GRD	-	-	●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
31	BRICK BREAK	FTG	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
39	ROCK TOMB	RCK	●	●	●
40	AERIAL ACE	FLY	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
H1	CUT	NRM	●	●	●
H4	STRENGTH	NRM	●	●	●
H5	FLASH	NRM	●	●	●
H6	ROCK SMASH	FTG	●	●	●
EG	CRUNCH	DRK	●	-	-
EG	MUD SPORT	GRD	●	-	-
EG	ENDEAVOR	NRM	●	-	-
EG	LEECH SEED	GRS	●	-	-
EG	DRAGONBREATH	DRG	●	-	-
EG	CRUSH CLAW	NRM	●	-	-

#6 BLAZIKEN

FIELD

COMBUSKEN: LEVEL 36

TYPE: **FIRE-FIGHTING** ABILITY: **BLAZE**



HP	SPEED
🟥🟥⬜⬜	🟥🟥🟥⬜
ATTACK	**DEFENSE**
🟥🟥🟥🟥	🟥🟥⬜⬜
SA	**SD**
🟥🟥🟥⬜	🟥🟥⬜⬜

LEVEL-UP MOVES

MOVE	TYPE	#4	#5	#6
FIRE PUNCH	FIRE	-	-	1
SCRATCH	NRM	1	1	1
GROWL	NRM	1	1	1
FOCUS ENERGY	NRM	-	1	1
EMBER	FIRE	-	1	1
FOCUS ENERGY	NRM	7	7	7
EMBER	FIRE	10	13	13
DOUBLE KICK	FTG	-	16	16
PECK	FLY	16	17	17
SAND-ATTACK	GRD	19	21	21
FIRE SPIN	FIRE	25	-	-
BULK UP	FTG	-	28	28
QUICK ATTACK	NRM	28	32	32
BLAZE KICK	FIRE	-	-	36
SLASH	NRM	34	39	42
MIRROR MOVE	FLY	37	43	49
FLAMETHROWER	FIRE	43	-	-
SKY UPPERCUT	FTG	-	50	59

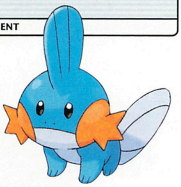
TM & HM MOVES

#	MOVE	TYPE	#4	#5	#6
01	FOCUS PUNCH	FTG	-	●	●
05	ROAR	NRM	-	-	●
06	TOXIC	PSN	●	●	●
08	BULK UP	FTG	-	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIRE	●	●	●
15	HYPER BEAM	NRM	-	-	●
17	PROTECT	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
26	EARTHQUAKE	GRD	-	-	●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
31	BRICK BREAK	FTG	-	●	●
32	DOUBLE TEAM	NRM	●	●	●
35	FLAMETHROWER	FIRE	●	●	●
38	FIRE BLAST	FIRE	●	●	●
39	ROCK TOMB	RCK	●	●	●
40	AERIAL ACE	FLY	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
50	OVERHEAT	FIRE	●	●	●
H1	CUT	NRM	●	●	●
H4	STRENGTH	NRM	●	●	●
H6	ROCK SMASH	FTG	●	●	●
EG	COUNTER	FTG	●	-	-
EG	REVERSAL	FTG	●	-	-
EG	ENDURE	NRM	●	-	-
EG	SWAGGER	NRM	●	-	-
EG	ROCK SLIDE	RCK	●	-	-
EG	SMELLINGSALT	NRM	●	-	-

#7 MUDKIP

MONSTER/WATER 1

TYPE: **WATER** ABILITY: **TORRENT**



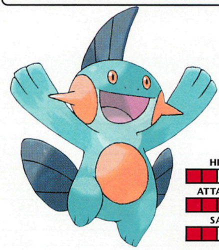
HP	SPEED
■□□□	■■□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■□□	■■□□

#8 MARSHTOMP

MONSTER/WATER 1

MUDKIP: LEVEL 16

TYPE: **WATER-GROUND** ABILITY: **TORRENT**



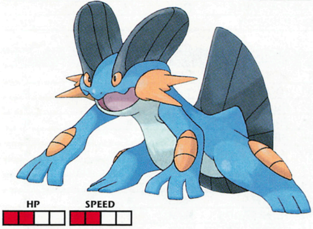
HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■■□	■■□□
SA	**SD**
■■□□	■■□□

#9 SWAMPERT

MONSTER/WATER 1

MARSHTOMP: LEVEL 36

TYPE: **WATER-GROUND** ABILITY: **TORRENT**



HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■■□	■■□□
SA	**SD**
■■■□	■■□□

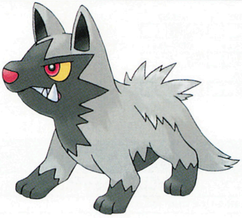
LEVEL-UP MOVES

MOVE	TYPE	#7	#8	#9
TACKLE	NRM	1	1	1
GROWL	NRM	1	1	1
MUD-SLAP	GRD	-	1	1
WATER GUN	WTR	-	1	1
MUD-SLAP	GRD	6	6	6
WATER GUN	WTR	10	10	10
BIDE	NRM	15	15	15
MUD SHOT	GRD	-	16	16
FORESIGHT	NRM	19	20	20
MUD SPORT	GRD	24	25	25
TAKE DOWN	NRM	28	31	31
WHIRLPOOL	WTR	33	-	-
MUDDY WATER	WTR	-	37	39
PROTECT	NRM	37	42	46
HYDRO PUMP	WTR	42	-	-
EARTHQUAKE	GRD	-	46	52
ENDEAVOR	NRM	46	53	61

#10 POOCHYENA

FIELD

TYPE: **DARK** ABILITY: **RUN AWAY**



HP	SPEED
■□□□	■□□□
ATTACK	**DEFENSE**
■■□□	■□□□
SA	**SD**
■□□□	■□□□

TM & HM MOVES

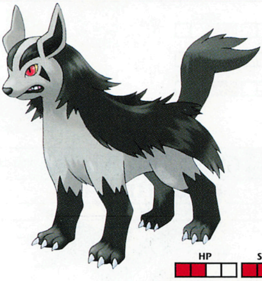
#	MOVE	TYPE	#7	#8	#9
01	FOCUS PUNCH	FTG	-	-	●
03	WATER PULSE	WTR	●	●	●
05	ROAR	NRM	-	-	●
06	TOXIC	PSN	●	●	●
07	HAIL	ICE	●	●	●
10	HIDDEN POWER	NRM	●	●	●
13	ICE BEAM	ICE	●	●	●
14	BLIZZARD	ICE	●	●	●
15	HYPER BEAM	NRM	-	-	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
21	FRUSTRATION	NRM	●	●	●
23	IRON TAIL	STL	●	●	●
26	EARTHQUAKE	GRD	-	●	●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
31	BRICK BREAK	FTG	-	-	●
32	DOUBLE TEAM	NRM	●	●	●
39	ROCK TOMB	RCK	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
H3	SURF	WTR	●	●	●
H4	STRENGTH	NRM	●	●	●
H6	ROCK SMASH	FTG	●	●	●
H7	WATERFALL	WTR	●	●	●
H8	DIVE	WTR	●	●	●
EG	REFRESH	NRM	●	-	-
EG	UPROAR	NRM	●	-	-
EG	CURSE	?	●	-	-
EG	STOMP	NRM	●	-	-
EG	ICE BALL	ICE	●	-	-
EG	MIRROR COAT	PSY	●	-	-

#11 MIGHTYENA

FIELD

POOCHYENA: LEVEL 18

TYPE: **DARK** ABILITY: **INTIMIDATE**



HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■■□	■■□□
SA	**SD**
■■□□	■■□□

LEVEL-UP MOVES

MOVE	TYPE	#10	#11
TACKLE	NRM	1	1
HOWL	NRM	1	1
SAND-ATTACK	GRD	-	1
BITE	DRK	-	1
HOWL	NRM	5	5
SAND-ATTACK	GRD	9	9
BITE	DRK	13	13
ODOR SLEUTH	NRM	17	17
ROAR	NRM	21	22
SWAGGER	NRM	25	27
SCARY FACE	NRM	29	32
TAKE DOWN	NRM	33	37
TAUNT	DRK	37	42
CRUNCH	DRK	41	47
THIEF	DRK	45	52

TM & HM MOVES

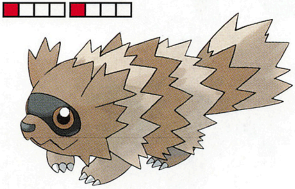
#	MOVE	TYPE	#10	#11
05	ROAR	NRM	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
12	TAUNT	DRK	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
19	GIGA DRAIN	GRS	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
30	SHADOW BALL	GHO	●	●
32	DOUBLE TEAM	NRM	●	●
40	AERIAL ACE	FLY	●	●
41	TORMENT	DRK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
49	SNATCH	DRK	●	●
H4	STRENGTH	NRM	-	●
H6	ROCK SMASH	FTG	●	●
EG	ASTONISH	GHO	●	-
EG	POISON FANG	PSN	●	-
EG	COVET	NRM	●	-
EG	LEER	NRM	●	-
EG	YAWN	NRM	●	-

#12 ZIGZAGOON

FIELD

TYPE: **NORMAL** ABILITY: **PICKUP**

HP	SPEED
🟥⬜⬜⬜	🟥🟥⬜⬜
ATTACK	**DEFENSE**
🟥⬜⬜⬜	🟥🟥⬜⬜
SA	**SD**
🟥⬜⬜⬜	🟥⬜⬜⬜



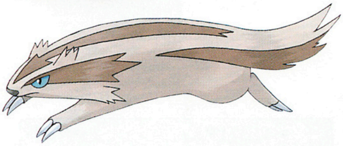
#13 LINOONE

FIELD

ZIGZAGOON: LEVEL 20

TYPE: **NORMAL** ABILITY: **PICKUP**

HP	SPEED
🟥🟥⬜⬜	🟥🟥🟥⬜
ATTACK	**DEFENSE**
🟥🟥⬜⬜	🟥🟥⬜⬜
SA	**SD**
🟥🟥⬜⬜	🟥🟥⬜⬜



LEVEL-UP MOVES

MOVE	TYPE	#12	#13
TACKLE	NRM	1	1
GROWL	NRM	1	1
TAIL WHIP	NRM	-	1
HEADBUTT	NRM	-	1
TAIL WHIP	NRM	5	5
HEADBUTT	NRM	9	9
SAND-ATTACK	GRD	13	13
ODOR SLEUTH	NRM	17	17
MUD SPORT	GRD	21	23
PIN MISSILE	BUG	25	-
FURY SWIPES	NRM	-	29
COVET	NRM	29	35
FLAIL	NRM	33	-
SLASH	NRM	-	41
REST	PSY	37	47
BELLY DRUM	NRM	41	53

TM & HM MOVES

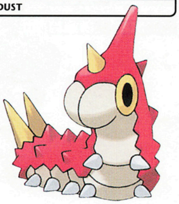
#	MOVE	TYPE	#12	#13
03	WATER PULSE	WTR	●	●
05	ROAR	NRM	-	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
13	ICE BEAM	ICE	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	SAFEGUARD	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
24	THUNDERBOLT	ELC	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
30	SHADOW BALL	GHO	●	●
32	DOUBLE TEAM	NRM	●	●
34	SHOCK WAVE	ELC	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
H1	CUT	NRM	●	●
H3	SURF	WTR	●	●
H4	STRENGTH	NRM	-	●
H6	ROCK SMASH	FTG	●	●
EG	CHARM	NRM	●	-
EG	PURSUIT	DRK	●	-
EG	SUBSTITUTE	NRM	●	-
EG	TICKLE	NRM	●	-
EG	TRICK	PSY	●	-

#14 WURMPLE

BUG

TYPE: **BUG** ABILITY: **SHIELD DUST**

HP	SPEED
🟥⬜⬜⬜	🟥⬜⬜⬜
ATTACK	**DEFENSE**
🟥🟥⬜⬜	🟥⬜⬜⬜
SA	**SD**
🟥⬜⬜⬜	🟥⬜⬜⬜



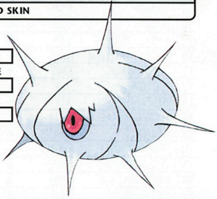
#15 SILCOON

BUG

WURMPLE: LEVEL 7

TYPE: **BUG** ABILITY: **SHED SKIN**

HP	SPEED
🟥⬜⬜⬜	🟥⬜⬜⬜
ATTACK	**DEFENSE**
🟥⬜⬜⬜	🟥🟥⬜⬜
SA	**SD**
🟥⬜⬜⬜	🟥⬜⬜⬜



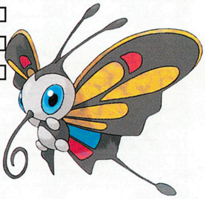
#16 BEAUTIFLY

BUG

SILCOON: LEVEL 10

TYPE: **BUG-FLYING** ABILITY: **SWARM**

HP	SPEED
🟥🟥⬜⬜	🟥🟥⬜⬜
ATTACK	**DEFENSE**
🟥🟥⬜⬜	🟥🟥⬜⬜
SA	**SD**
🟥🟥🟥⬜	🟥🟥⬜⬜



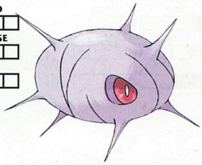
#17 CASCOON

BUG

WURMPLE: LEVEL 7

TYPE: **BUG** ABILITY: **SHED SKIN**

HP	SPEED
🟥⬜⬜⬜	🟥⬜⬜⬜
ATTACK	**DEFENSE**
🟥⬜⬜⬜	🟥🟥⬜⬜
SA	**SD**
🟥⬜⬜⬜	🟥⬜⬜⬜



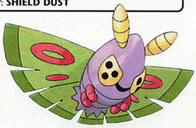
#18 DUSTOX

BUG

CASCOON: LEVEL 10

TYPE: **BUG-POISON** ABILITY: **SHIELD DUST**

HP	SPEED
🟥🟥⬜⬜	🟥🟥⬜⬜
ATTACK	**DEFENSE**
🟥🟥⬜⬜	🟥🟥⬜⬜
SA	**SD**
🟥🟥⬜⬜	🟥🟥⬜⬜



LEVEL-UP MOVES

MOVE	TYPE	#14	#15	#16	#17	#18
TACKLE	NRM	1	-	-	-	-
STRING SHOT	BUG	1	-	-	-	-
HARDEN	NRM	-	1	-	1	-
ABSORB	GRS	-	-	1	-	-
CONFUSION	PSY	-	-	-	-	1
POISON STING	PSN	5	-	-	-	-
HARDEN	NRM	-	7	-	7	-
ABSORB	GRS	-	-	10	-	-
CONFUSION	PSY	-	-	-	-	10
GUST	FLY	-	-	13	-	13
STUN SPORE	GRS	-	-	17	-	-
PROTECT	NRM	-	-	-	-	17
MORNING SUN	NRM	-	-	20	-	-
MOONLIGHT	NRM	-	-	-	-	20
MEGA DRAIN	GRS	-	-	24	-	-
PSYBEAM	PSY	-	-	-	-	24
WHIRLWIND	NRM	-	-	27	-	27
ATTRACT	NRM	-	-	31	-	-
LIGHT SCREEN	PSY	-	-	-	-	31
SILVER WIND	BUG	-	-	34	-	34
GIGA DRAIN	GRS	-	-	38	-	-
TOXIC	PSN	-	-	-	-	38

TM & HM MOVES

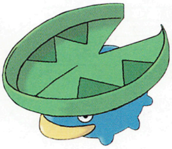
#	MOVE	TYPE	#14	#15	#16	#17	#18
06	TOXIC	PSN	-	-	●	-	●
10	HIDDEN POWER	NRM	-	-	●	-	●
11	SUNNY DAY	FIRE	-	-	●	-	●
15	HYPER BEAM	NRM	-	-	●	-	●
16	LIGHT SCREEN	PSY	-	-	-	-	●
17	PROTECT	NRM	-	-	●	-	●
19	GIGA DRAIN	GRS	-	-	●	-	●
20	SAFEGUARD	NRM	-	-	●	-	-
21	FRUSTRATION	NRM	-	-	●	-	●
22	SOLARBEAM	GRS	-	-	●	-	●
27	RETURN	NRM	-	-	●	-	●
29	PSYCHIC	PSY	-	-	●	-	●
30	SHADOW BALL	GHO	-	-	●	-	●
32	DOUBLE TEAM	NRM	-	-	●	-	●
36	SLUDGE BOMB	PSN	-	-	-	-	●
40	AERIAL ACE	FLY	-	-	●	-	●
42	FACADE	NRM	-	-	●	-	●
43	SECRET POWER	NRM	-	-	●	-	●
44	REST	PSY	-	-	●	-	●
45	ATTRACT	NRM	-	-	●	-	●
46	THIEF	DRK	-	-	●	-	●
H5	FLASH	NRM	-	-	●	-	●

#19 LOTAD

GRASS/WATER 1

TYPE: **WATER-GRASS** ABILITY: **SWIFT SWIM/RAIN DISH**

HP ■□□□
SPEED ■□□□
ATTACK ■□□□
DEFENSE ■□□□
SA ■■□□
SD ■■□□



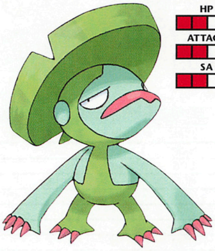
#20 LOMBRE

GRASS/WATER 1

LOTAD: LEVEL 14

TYPE: **WATER-GRASS** ABILITY: **SWIFT SWIM/RAIN DISH**

HP ■■□□
SPEED ■■□□
ATTACK ■■□□
DEFENSE ■■□□
SA ■■□□
SD ■■□□



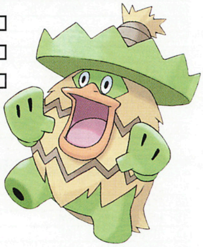
#21 LUDICOLO

GRASS/WATER 1

LOMBRE: WATER STONE

TYPE: **WATER-GRASS** ABILITY: **SWIFT SWIM/RAIN DISH**

HP ■■□□
SPEED ■■□□
ATTACK ■■□□
DEFENSE ■■□□
SA ■■■□
SD ■■■□



LEVEL-UP MOVES

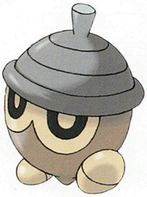
MOVE	TYPE	#19	#20	#21
ASTONISH	GHO	1	1	1
GROWL	NRM	-	-	1
ABSORB	GRS	-	-	1
NATURE POWER	NRM	-	-	1
GROWL	NRM	3	3	-
ABSORB	GRS	7	7	-
NATURE POWER	NRM	13	13	-
MIST	ICE	21	-	-
RAIN DANCE	WTR	31	-	-
MEGA DRAIN	GRS	43	-	-
FAKE OUT	NRM	-	19	-
FURY SWIPES	NRM	-	25	-
WATER SPORT	WTR	-	31	-
THIEF	DRK	-	37	-
UPROAR	NRM	-	43	-
HYDRO PUMP	WTR	-	49	-

#22 SEEDOT

GRASS/FIELD

TYPE: **GRASS** ABILITY: **CHLOROPHYLL/EARLY BIRD**

HP ■□□□
SPEED ■□□□
ATTACK ■■□□
DEFENSE ■■□□
SA ■□□□
SD ■□□□



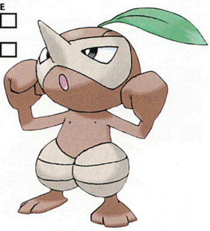
#23 NUZLEAF

GRASS/FIELD

SEEDOT: LEVEL 14

TYPE: **GRASS-DARK** ABILITY: **CHLOROPHYLL/EARLY BIRD**

HP ■■□□
SPEED ■■□□
ATTACK ■■□□
DEFENSE ■□□□
SA ■■□□
SD ■□□□



TM & HM MOVES

#	MOVE	TYPE	#19	#20	#21
01	FOCUS PUNCH	FTG	-	-	●
03	WATER PULSE	WTR	●	●	●
06	TOXIC	PSN	●	●	●
07	HAIL	ICE	●	●	●
09	BULLET SEED	GRS	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIRE	●	●	●
13	ICE BEAM	ICE	●	●	●
14	BLIZZARD	ICE	●	●	●
15	HYPER BEAM	NRM	-	-	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
19	GIGA DRAIN	GRS	●	●	●
21	FRUSTRATION	NRM	●	●	●
22	SOLARBEAM	GRS	●	●	●
27	RETURN	NRM	●	●	●
31	BRICK BREAK	FTG	-	●	●
32	DOUBLE TEAM	NRM	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
46	THIEF	DRK	●	●	●
H3	SURF	WTR	●	●	●
H4	STRENGTH	NRM	-	●	●
H5	FLASH	NRM	●	●	●
H6	ROCK SMASH	FTG	-	●	●
H7	WATERFALL	WTR	-	●	●
H8	DIVE	WTR	-	●	●
EG	SYNTHESIS	GRS	●	-	-
EG	RAZOR LEAF	GRS	●	-	-
EG	SWEET SCENT	NRM	●	-	-
EG	LEECH SEED	GRS	●	-	-
EG	FLAIL	NRM	●	-	-
EG	WATER GUN	WTR	●	-	-

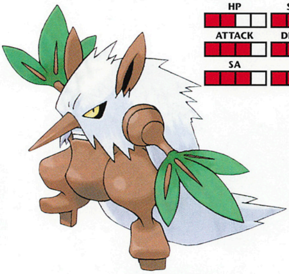
#24 SHIFTRY

GRASS/FIELD

NUZLEAF: LEAF STONE

TYPE: **GRASS-DARK** ABILITY: **CHLOROPHYLL/EARLY BIRD**

HP ■■□□
SPEED ■■■□
ATTACK ■■■□
DEFENSE ■■□□
SA ■■■□
SD ■■□□



LEVEL-UP MOVES

MOVE	TYPE	#22	#23	#24
BIDE	NRM	1	-	-
POUND	NRM	-	1	1
HARDEN	NRM	-	-	1
GROWTH	NRM	-	-	1
NATURE POWER	NRM	-	-	1
HARDEN	NRM	3	3	-
GROWTH	NRM	7	7	-
NATURE POWER	NRM	13	13	-
SYNTHESIS	GRS	21	-	-
SUNNY DAY	FIRE	31	-	-
EXPLOSION	NRM	43	-	-
FAKE OUT	NRM	-	19	-
TORMENT	DRK	-	25	-
FAINT ATTACK	DRK	-	31	-
RAZOR WIND	NRM	-	37	-
SWAGGER	NRM	-	43	-
EXTRASENSORY	PSY	-	49	-

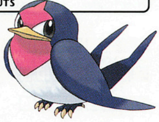
TM & HM MOVES

#	MOVE	TYPE	#22	#23	#24
06	TOXIC	PSN	●	●	●
09	BULLET SEED	GRS	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIRE	●	●	●
15	HYPER BEAM	NRM	-	●	●
17	PROTECT	NRM	●	●	●
19	GIGA DRAIN	GRS	●	●	●
21	FRUSTRATION	NRM	●	●	●
22	SOLARBEAM	GRS	●	●	●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
30	SHADOW BALL	GHO	●	●	●
31	BRICK BREAK	FTG	-	●	●
32	DOUBLE TEAM	NRM	●	●	●
39	ROCK TOMB	RCK	-	●	●
40	AERIAL ACE	FLY	-	-	●
41	TORMENT	DRK	-	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
46	THIEF	DRK	-	●	●
H1	CUT	NRM	-	●	●
H4	STRENGTH	NRM	-	●	●
H5	FLASH	NRM	●	●	●
H6	ROCK SMASH	FTG	●	●	●
EG	LEECH SEED	GRS	●	-	-
EG	AMNESIA	PSY	●	-	-
EG	QUICK ATTACK	NRM	●	-	-
EG	RAZOR WIND	NRM	●	-	-
EG	TAKE DOWN	NRM	●	-	-
EG	FALSE SWIPE	NRM	●	-	-

#25 TAILLOW
FLYING

TYPE: **NORMAL-FLYING** ABILITY: **GUTS**

HP 🟥⬜⬜⬜
SPEED 🟥🟥🟥⬜
ATTACK 🟥🟥⬜⬜
DEFENSE 🟥⬜⬜⬜
SA 🟥⬜⬜⬜
SD 🟥⬜⬜⬜

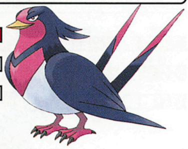


#26 SWELLOW
FLYING

TAILLOW: LEVEL 22

TYPE: **NORMAL-FLYING** ABILITY: **GUTS**

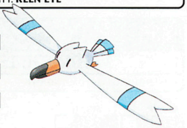
HP 🟥🟥⬜⬜
SPEED 🟥🟥🟥🟥
ATTACK 🟥🟥🟥⬜
DEFENSE 🟥🟥⬜⬜
SA 🟥🟥⬜⬜
SD 🟥🟥⬜⬜



#27 WINGULL
FLYING/WATER 1

TYPE: **WATER-FLYING** ABILITY: **KEEN EYE**

HP 🟥⬜⬜⬜
SPEED 🟥🟥🟥⬜
ATTACK 🟥⬜⬜⬜
DEFENSE 🟥⬜⬜⬜
SA 🟥🟥⬜⬜
SD 🟥⬜⬜⬜



LEVEL-UP MOVES

MOVE	TYPE	#25	#26
PECK	FLY	1	1
GROWL	NRM	1	1
FOCUS ENERGY	NRM	-	1
QUICK ATTACK	NRM	-	1
FOCUS ENERGY	NRM	4	4
QUICK ATTACK	NRM	8	8
WING ATTACK	FLY	13	13
DOUBLE TEAM	NRM	19	19
ENDEAVOR	NRM	26	28
AERIAL ACE	FLY	34	38
AGILITY	PSY	43	49

TM & HM MOVES

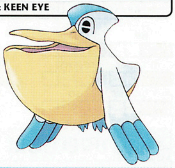
#	MOVE	TYPE	#25	#26
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
40	AERIAL ACE	FLY	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
47	STEEL WING	STL	●	●
H2	FLY	FLY	●	●
EG	PURSUIT	DRK	●	-
EG	SUPERSONIC	NRM	●	-
EG	REFRESH	NRM	●	-
EG	MIRROR MOVE	NRM	●	-
EG	RAGE	NRM	●	-
EG	SKY ATTACK	FLY	●	-

#28 PELIPPER
FLYING/WATER 1

WINGULL: LEVEL 25

TYPE: **WATER-FLYING** ABILITY: **KEEN EYE**

HP 🟥🟥⬜⬜
SPEED 🟥🟥⬜⬜
ATTACK 🟥🟥⬜⬜
DEFENSE 🟥🟥🟥⬜
SA 🟥🟥🟥⬜
SD 🟥🟥⬜⬜



LEVEL-UP MOVES

MOVE	TYPE	#27	#28
GROWL	NRM	1	1
WATER GUN	WTR	1	1
WATER SPORT	WTR	-	1
WING ATTACK	FLY	-	1
WATER GUN	WTR	-	3
SUPERSONIC	NRM	7	7
WING ATTACK	FLY	13	13
MIST	ICE	21	21
QUICK ATTACK	NRM	31	-
PURSUIT	DRK	43	-
AGILITY	PSY	55	-
PROTECT	NRM	-	25
STOCKPILE	NRM	-	33
SWALLOW	NRM	-	33
SPIT UP	NRM	-	47
HYDRO PUMP	WTR	-	61

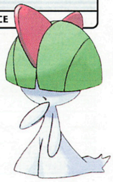
TM & HM MOVES

#	MOVE	TYPE	#27	#28
03	WATER PULSE	WTR	●	●
06	TOXIC	PSN	●	●
07	HAIL	ICE	●	●
10	HIDDEN POWER	NRM	●	●
13	ICE BEAM	ICE	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SHOCK WAVE	ELC	●	●
40	AERIAL ACE	FLY	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
47	STEEL WING	STL	●	●
H2	FLY	FLY	●	●
H3	SURF	WTR	-	●
EG	MIST	ICE	●	-
EG	TWISTER	DRG	●	-
EG	AGILITY	PSY	●	-
EG	GUST	FLY	●	-
EG	WATER SPORT	WTR	●	-

#29 RALTS
AMORPHOUS

TYPE: **PSYCHIC** ABILITY: **SYNCHRONIZE/TRACE**

HP 🟥⬜⬜⬜
SPEED 🟥🟥⬜⬜
ATTACK 🟥⬜⬜⬜
DEFENSE 🟥⬜⬜⬜
SA 🟥🟥⬜⬜
SD 🟥⬜⬜⬜

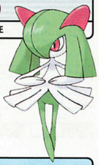


#30 KIRLIA
AMORPHOUS

RALTS: LEVEL 20

TYPE: **PSYCHIC** ABILITY: **SYNCHRONIZE/TRACE**

HP 🟥⬜⬜⬜
SPEED 🟥🟥⬜⬜
ATTACK 🟥⬜⬜⬜
DEFENSE 🟥⬜⬜⬜
SA 🟥🟥⬜⬜
SD 🟥🟥⬜⬜

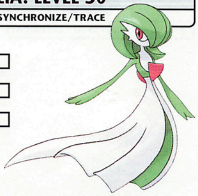


#31 GARDEVOIR
AMORPHOUS

KIRLIA: LEVEL 30

TYPE: **PSYCHIC** ABILITY: **SYNCHRONIZE/TRACE**

HP 🟥🟥⬜⬜
SPEED 🟥🟥🟥⬜
ATTACK 🟥🟥⬜⬜
DEFENSE 🟥🟥⬜⬜
SA 🟥🟥🟥🟥
SD 🟥🟥🟥⬜



LEVEL-UP MOVES

MOVE	TYPE	#29	#30	#31
GROWL	NRM	1	1	1
CONFUSION	PSY	-	1	1
DOUBLE TEAM	NRM	-	1	1
TELEPORT	PSY	-	1	1
CONFUSION	PSY	6	6	6
DOUBLE TEAM	NRM	11	11	11
TELEPORT	PSY	16	16	16
CALM MIND	PSY	21	21	21
PSYCHIC	PSY	26	26	26
IMPRISON	PSY	31	33	33
FUTURE SIGHT	PSY	36	40	42
HYPNOSIS	PSY	41	47	51
DREAM EATER	PSY	46	54	60

TM & HM MOVES

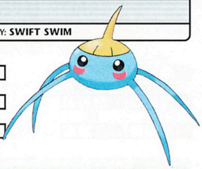
#	MOVE	TYPE	#29	#30	#31
04	CALM MIND	PSY	●	●	●
06	TOXIC	PSN	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIRE	●	●	●
12	TAUNT	DRK	●	●	●
15	HYPER BEAM	NRM	-	-	●
16	LIGHT SCREEN	PSY	●	●	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
20	SAFEGUARD	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
24	THUNDERBOLT	ELC	●	●	●
27	RETURN	NRM	●	●	●
29	PSYCHIC	PSY	●	●	●
30	SHADOW BALL	GHO	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
33	REFLECT	PSY	●	●	●
34	SHOCK WAVE	ELC	●	●	●
41	TORMENT	DRK	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
46	THIEF	DRK	●	●	●
48	SKILL SWAP	PSY	●	●	●
49	SNATCH	DRK	●	●	●
H5	FLASH	NRM	●	●	●
EG	DISABLE	NRM	●	-	-
EG	WILL-O-WISP	FIRE	●	-	-
EG	MEAN LOOK	NRM	●	-	-
EG	MEMENTO	DRK	●	-	-
EG	DESTINY BOND	GHO	●	-	-

#32 SURSKIT

BUG/WATER 1

TYPE: **BUG-WATER** ABILITY: **SWIFT SWIM**

HP	SPEED
■□□□	■■□□
ATTACK	**DEFENSE**
■□□□	■□□□
SA	**SD**
■■□□	■■□□



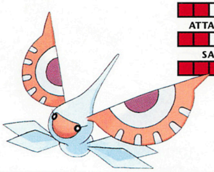
#33 MASQUERAIN

BUG/WATER 1

SURSKIT: LEVEL 22

TYPE: **BUG-FLYING** ABILITY: **INTIMIDATE**

HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■■□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#32	#33
BUBBLE	WTR	1	1
QUICK ATTACK	NRM	-	1
SWEET SCENT	NRM	-	1
WATER SPORT	WTR	-	1
QUICK ATTACK	NRM	7	7
SWEET SCENT	NRM	13	13
WATER SPORT	WTR	19	19
BUBBLE BEAM	WTR	25	-
AGILITY	PSY	31	-
MIST	ICE	37	-
HAZE	ICE	37	-
GUST	FLY	-	26
SCARY FACE	NRM	-	33
STUN SPORE	GRS	-	40
SILVER WIND	BUG	-	47
WHIRLWIND	NRM	-	53

TM & HM MOVES

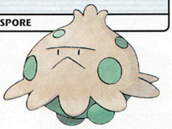
#	MOVE	TYPE	#32	#33
03	WATER PULSE	WTR	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
13	ICE BEAM	ICE	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
19	GIGA DRAIN	GRS	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
27	RETURN	NRM	●	●
30	SHADOW BALL	GHO	●	●
32	DOUBLE TEAM	NRM	●	●
40	AERIAL ACE	FLY	-	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
H5	FLASH	NRM	●	●
EG	FORESIGHT	NRM	●	-
EG	MUD SHOT	GRD	●	-
EG	PSYBEAM	PSY	●	-
EG	HYDRO PUMP	WTR	●	-
EG	MIND READER	NRM	●	-

#34 SHROOMISH

GRASS/FAIRY

TYPE: **GRASS** ABILITY: **EFFECT SPORE**

HP	SPEED
■■□□	■□□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■□□	■■□□



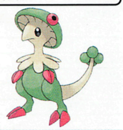
#35 BRELOOM

GRASS/FAIRY

SHROOMISH: LEVEL 23

TYPE: **GRASS-FIGHTING** ABILITY: **EFFECT SPORE**

HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■■■	■■□□
SA	**SD**
■■□□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#34	#35
ABSORB	GRS	1	1
TACKLE	NRM	-	1
STUN SPORE	GRS	-	1
LEECH SEED	GRS	-	1
TACKLE	NRM	4	4
STUN SPORE	GRS	7	7
LEECH SEED	GRS	10	10
MEGA DRAIN	GRS	16	16
HEADBUTT	NRM	22	22
POISONPOWDER	PSN	28	-
GROWTH	NRM	36	-
GIGA DRAIN	GRS	45	-
SPORE	GRS	54	-
MACH PUNCH	FTG	-	23
COUNTER	FTG	-	28
SKY UPPERCUT	FTG	-	36
MIND READER	NRM	-	45
DYNAMICPUNCH	FTG	-	54

TM & HM MOVES

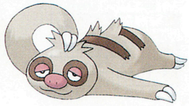
#	MOVE	TYPE	#34	#35
01	FOCUS PUNCH	FTG	-	●
06	TOXIC	PSN	●	●
08	BULK UP	FTG	-	●
09	BULLET SEED	GRS	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
19	GIGA DRAIN	GRS	●	●
20	SAFEGUARD	NRM	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
23	IRON TAIL	STL	-	●
27	RETURN	NRM	●	●
31	BRICK BREAK	FTG	-	●
32	DOUBLE TEAM	NRM	●	●
36	SLUDGE BOMB	PSN	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
49	SNATCH	DRK	●	●
H1	CUT	NRM	-	●
H4	STRENGTH	NRM	-	●
H5	FLASH	NRM	●	●
H6	ROCK SMASH	FTG	-	●
EG	FAKE TEARS	DRK	●	-
EG	SWAGGER	NRM	●	-
EG	CHARM	NRM	●	-
EG	FALSE SWIPE	NRM	●	-
EG	HELPING HAND	NRM	●	-

#36 SLAKOTH

FIELD

TYPE: **NORMAL** ABILITY: **TRUANT**

HP	SPEED
■■□□	■□□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■□□	■□□□



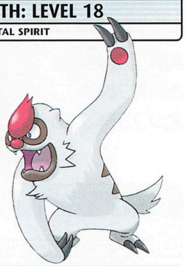
#37 VIGOROTH

FIELD

SLAKOTH: LEVEL 18

TYPE: **NORMAL** ABILITY: **VITAL SPIRIT**

HP	SPEED
■■□□	■■■□
ATTACK	**DEFENSE**
■■■□	■■□□
SA	**SD**
■■□□	■■□□



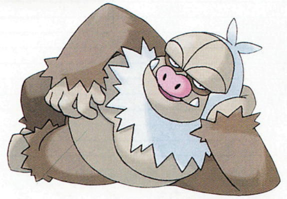
#38 SLAKING

FIELD

VIGOROTH: LEVEL 36

TYPE: **NORMAL** ABILITY: **TRUANT**

HP	SPEED
■■■□	■■■□
ATTACK	**DEFENSE**
■■■■	■■■□
SA	**SD**
■■■□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#36	#37	#38
SCRATCH	NRM	1	1	1
YAWN	NRM	1	-	1
FOCUS ENERGY	NRM	-	1	-
ENCORE	NRM	-	1	1
UPROAR	NRM	-	1	-
SLACK OFF	NRM	-	-	1
ENCORE	NRM	7	7	7
SLACK OFF	NRM	13	-	13
UPROAR	NRM	-	13	-
FAINT ATTACK	DRK	19	-	19
FURY SWIPES	NRM	-	19	-
AMNESIA	PSY	25	-	25
ENDURE	NRM	-	25	-
COVET	NRM	31	-	31
SLASH	NRM	-	31	-
SWAGGER	NRM	-	-	36
COUNTER	FTG	37	37	37
FLAIL	NRM	43	-	43
FOCUS PUNCH	FTG	-	43	-
REVERSAL	FTG	-	49	-

TM & HM MOVES

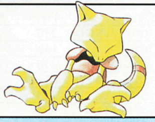
#	MOVE	TYPE	#36	#37	#38
01	FOCUS PUNCH	FTG	●	●	●
03	WATER PULSE	WTR	●	●	●
05	ROAR	NRM	-	●	●
06	TOXIC	PSN	●	●	●
08	BULK UP	FTG	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIRE	●	●	●
12	TAUNT	DRK	-	●	●
13	ICE BEAM	ICE	●	●	●
14	BLIZZARD	ICE	●	●	●
15	HYPER BEAM	NRM	-	-	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
21	FRUSTRATION	NRM	●	●	●
22	SOLARBEAM	GRS	●	●	●
24	THUNDERBOLT	ELC	●	●	●
25	THUNDER	ELC	●	●	●
26	EARTHQUAKE	GRD	-	●	●
27	RETURN	NRM	●	●	●
30	SHADOW BALL	GHO	●	●	●
31	BRICK BREAK	FTG	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
34	SHOCK WAVE	ELC	●	●	●
35	FLAMETHROWER	FIRE	●	●	●
38	FIRE BLAST	FIRE	●	●	●
40	AERIAL ACE	FLY	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
H1	CUT	NRM	●	●	●
H4	STRENGTH	NRM	●	●	●
H6	ROCK SMASH	FTG	●	●	●
EG	PURSUIT	DRK	●	-	-
EG	SLASH	NRM	●	-	-
EG	BODY SLAM	NRM	●	-	-
EG	SNORE	NRM	●	-	-
EG	CRUSH CLAW	NRM	●	-	-
EG	CURSE	?	●	-	-
EG	SLEEP TALK	NRM	●	-	-

#39 ABRA

HUMAN-LIKE

TYPE: **PSYCHIC** ABILITY: **SYNCHRONIZE/INNER FOCUS**

HP	SPEED
🟥⬜⬜⬜	🟥🟥🟥⬜
ATTACK	DEFENSE
🟥⬜⬜⬜	🟥⬜⬜⬜
SA	SD
🟥🟥🟥⬜	🟥🟥⬜⬜



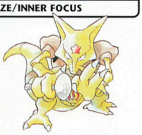
#40 KADABRA

HUMAN-LIKE

ABRA: LEVEL 16

TYPE: **PSYCHIC** ABILITY: **SYNCHRONIZE/INNER FOCUS**

HP	SPEED
🟥⬜⬜⬜	🟥🟥🟥⬜
ATTACK	DEFENSE
🟥⬜⬜⬜	🟥⬜⬜⬜
SA	SD
🟥🟥🟥🟥	🟥🟥⬜⬜



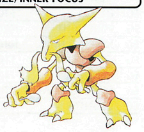
#41 ALAKAZAM

HUMAN-LIKE

KADABRA: TRADE EVOLUTION

TYPE: **PSYCHIC** ABILITY: **SYNCHRONIZE/INNER FOCUS**

HP	SPEED
🟥🟥⬜⬜	🟥🟥🟥🟥
ATTACK	DEFENSE
🟥🟥⬜⬜	🟥🟥⬜⬜
SA	SD
🟥🟥🟥🟥	🟥🟥⬜⬜



LEVEL-UP MOVES

MOVE	TYPE	#39	#40	#41
TELEPORT	PSY	1	1	1
KINESIS	PSY	-	1	1
CONFUSION	PSY	-	1	1
CONFUSION	PSY	-	16	16
DISABLE	NRM	-	18	18
PSYBEAM	PSY	-	21	21
REFLECT	PSY	-	23	23
RECOVER	NRM	-	25	25
FUTURE SIGHT	PSY	-	30	30
ROLE PLAY	PSY	-	33	-
CALM MIND	PSY	-	-	33
PSYCHIC	PSY	-	36	36
TRICK	PSY	-	43	43

TM & HM MOVES

#	MOVE	TYPE	#39	#40	#41
01	FOCUS PUNCH	FTG	●	●	●
04	CALM MIND	PSY	●	●	●
06	TOXIC	PSN	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIRE	●	●	●
12	TAUNT	DRK	●	●	●
15	HYPER BEAM	NRM	-	-	●
16	LIGHT SCREEN	PSY	●	●	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
20	SAFEGUARD	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
23	IRON TAIL	STL	●	●	●
27	RETURN	NRM	●	●	●
29	PSYCHIC	PSY	●	●	●
30	SHADOW BALL	GHO	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
33	REFLECT	PSY	●	●	●
34	SHOCK WAVE	ELC	●	●	●
41	TORMENT	DRK	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
46	THIEF	DRK	●	●	●
48	SKILL SWAP	PSY	●	●	●
49	SNATCH	DRK	●	●	●
H5	FLASH	NRM	●	●	●
EG	ENCORE	NRM	●	-	-
EG	KNOCK OFF	DRK	●	-	-
EG	FIRE PUNCH	FIRE	●	-	-
EG	THUNDERPUNCH	ELC	●	-	-
EG	ICE PUNCH	ICE	●	-	-

LEVEL-UP MOVES

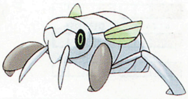
MOVE	TYPE	#42	#43	#44
SCRATCH	NRM	1	1	1
HARDEN	NRM	1	1	1
LEECH LIFE	BUG	-	1	-
SAND-ATTACK	GRD	-	1	-
LEECH LIFE	BUG	5	5	5
SAND-ATTACK	GRD	9	9	9
FURY SWIPES	NRM	14	14	14
MIND READER	NRM	19	19	19
DOUBLE TEAM	NRM	-	20	-
FURY CUTTER	BUG	-	20	-
SCREECH	BUG	-	20	-
FALSE SWIPE	NRM	25	-	-
SWORDS DANCE	NRM	-	25	-
SPITE	GHO	-	-	25
MUD-SLAP	GRD	31	-	-
SLASH	NRM	-	31	-
CONFUSE RAY	GHO	-	-	31
METAL CLAW	STL	38	-	-
AGILITY	PSY	-	38	-
SHADOW BALL	GHO	-	-	38
DIG	GRD	45	-	-
BATON PASS	NRM	-	45	-
GRUDGE	GHO	-	-	45

#42 NINCADA

BUG

TYPE: **BUG-GROUND** ABILITY: **COMPOUNDEYES**

HP	SPEED
🟥⬜⬜⬜	🟥🟥⬜⬜
ATTACK	DEFENSE
🟥🟥⬜⬜	🟥🟥⬜⬜
SA	SD
🟥⬜⬜⬜	🟥⬜⬜⬜



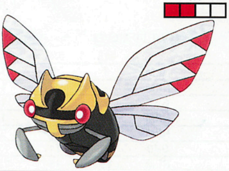
#43 NINJASK

BUG

NINCADA: LEVEL 20

TYPE: **BUG-FLYING** ABILITY: **SPEED BOOST**

HP	SPEED
🟥🟥⬜⬜	🟥🟥🟥🟥
ATTACK	DEFENSE
🟥🟥🟥⬜	🟥🟥⬜⬜
SA	SD
🟥🟥⬜⬜	🟥🟥⬜⬜



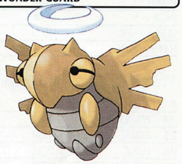
#44 SHEDINJA

NONE

NINCADA: LEVEL 20 (SEE BELOW)

TYPE: **BUG-GHOST** ABILITY: **WONDER GUARD**

HP	SPEED
🟥⬜⬜⬜	🟥🟥⬜⬜
ATTACK	DEFENSE
🟥🟥🟥⬜	🟥🟥⬜⬜
SA	SD
🟥⬜⬜⬜	🟥⬜⬜⬜



To obtain Shedinja, you must have at least one Poké Ball in your inventory and no more than five Pokémon with you when Nincada reaches Level 20.

TM & HM MOVES

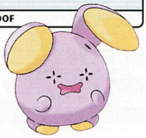
#	MOVE	TYPE	#42	#43	#44
06	TOXIC	PSN	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIRE	●	●	●
15	HYPER BEAM	NRM	-	●	●
17	PROTECT	NRM	●	●	●
19	GIGA DRAIN	GRS	●	●	●
21	FRUSTRATION	NRM	●	●	●
22	SOLARBEAM	GRS	●	●	●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
30	SHADOW BALL	GHO	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
37	SANDSTORM	RCK	●	●	●
40	AERIAL ACE	FLY	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	-	●	-
46	THIEF	DRK	-	●	●
H1	CUT	NRM	●	●	●
H5	FLASH	NRM	●	●	●
EG	ENDURE	NRM	●	-	-
EG	FAINT ATTACK	DRK	●	-	-
EG	GUST	FLY	●	-	-
EG	SILVER WIND	BUG	●	-	-

#45 WHISMUR

MONSTER/FIELD

TYPE: **NORMAL** ABILITY: **SOUNDPROOF**

HP	SPEED
■■□□	■□□□
ATTACK	**DEFENSE**
■■□□	■□□□
SA	**SD**
■■□□	■□□□



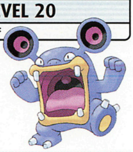
#46 LOUDRED

MONSTER/FIELD

WHISMUR: LEVEL 20

TYPE: **NORMAL** ABILITY: **SOUNDPROOF**

HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■□□	■□□□



LEVEL-UP MOVES

MOVE	TYPE	#45	#46	#47
POUND	NRM	1	1	1
UPROAR	NRM	-	1	1
ASTONISH	GHO	-	1	1
HOWL	NRM	-	1	1
UPROAR	NRM	5	5	5
ASTONISH	GHO	11	11	11
HOWL	NRM	15	15	15
SUPERSONIC	NRM	21	23	23
STOMP	NRM	25	29	29
SCREECH	NRM	31	37	37
HYPER BEAM	NRM	-	-	40
ROAR	NRM	35	43	45
REST	PSY	41	51	55
SLEEP TALK	NRM	41	51	55
HYPER VOICE	NRM	45	57	63

TM & HM MOVES

#	MOVE	TYPE	#45	#46	#47
03	WATER PULSE	WTR	●	●	●
05	ROAR	NRM	●	●	●
06	TOXIC	PSN	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIRE	●	●	●
12	TAUNT	DRK	-	●	●
13	ICE BEAM	ICE	●	●	●
14	BLIZZARD	ICE	●	●	●
15	HYPER BEAM	NRM	-	-	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
21	FRUSTRATION	NRM	●	●	●
22	SOLARBEAM	GRS	●	●	●
26	EARTHQUAKE	GRD	-	●	●
27	RETURN	NRM	●	●	●
30	SHADOW BALL	GHO	●	●	●
31	BRICK BREAK	FTG	-	●	●
32	DOUBLE TEAM	NRM	●	●	●
34	SHOCK WAVE	ELC	●	●	●
35	FLAMETHROWER	FIRE	●	●	●
38	FIRE BLAST	FIRE	●	●	●
41	TORMENT	DRK	-	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
50	OVERHEAT	FIRE	-	●	●
H4	STRENGTH	NRM	-	●	●
H6	ROCK SMASH	FTG	-	●	●
EG	TAKE DOWN	NRM	●	-	-
EG	SNORE	NRM	●	-	-
EG	SWAGGER	NRM	●	-	-
EG	EXTRASENSORY	PSY	●	-	-
EG	SMELLINGSALT	NRM	●	-	-

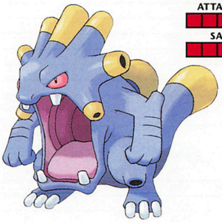
#47 EXPLOUD

MONSTER/FIELD

LOUDRED: LEVEL 40

TYPE: **NORMAL** ABILITY: **SOUNDPROOF**

HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■■□	■■□□
SA	**SD**
■■■□	■■□□

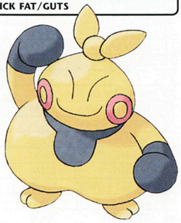


#48 MAKUHITA

HUMAN-LIKE

TYPE: **FIGHTING** ABILITY: **THICK FAT/GUTS**

HP	SPEED
■■□□	■□□□
ATTACK	**DEFENSE**
■■□□	■□□□
SA	**SD**
■□□□	■□□□



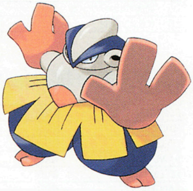
#49 HARIYAMA

HUMAN-LIKE

MAKUHITA: LEVEL 24

TYPE: **FIGHTING** ABILITY: **THICK FAT/GUTS**

HP	SPEED
■■■□	■■□□
ATTACK	**DEFENSE**
■■■■	■■□□
SA	**SD**
■■□□	■■□□



LEVEL-UP MOVES

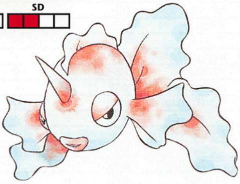
MOVE	TYPE	#48	#49
TACKLE	NRM	1	1
FOCUS ENERGY	NRM	1	1
SAND-ATTACK	GRD	-	1
ARM THRUST	FTG	-	1
SAND-ATTACK	GRD	4	4
ARM THRUST	FTG	10	10
VITAL THROW	FTG	13	13
FAKE OUT	NRM	19	19
WHIRLWIND	NRM	22	22
KNOCK OFF	DRK	28	29
SMELLINGSALT	NRM	31	33
BELLY DRUM	NRM	37	40
ENDURE	NRM	40	44
SEISMIC TOSS	FTG	46	51
REVERSAL	FTG	49	55

#50 GOLDEEN

WATER 2

TYPE: **WATER** ABILITY: **SWIFT SWIM/WATER VEIL**

HP	SPEED
■□□□	■■□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■□□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#50	#51
PECK	FLY	1	1
TAIL WHIP	NRM	1	1
WATER SPORT	WTR	1	1
SUPERSONIC	NRM	-	1
SUPERSONIC	NRM	10	10
HORN ATTACK	NRM	15	15
FLAIL	NRM	24	24
FURY ATTACK	NRM	29	29
WATERFALL	WTR	38	41
HORN DRILL	NRM	43	49
AGILITY	PSY	52	61

TM & HM MOVES

#	MOVE	TYPE	#48	#49
01	FOCUS PUNCH	FTG	●	●
06	TOXIC	PSN	●	●
08	BULK UP	FTG	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
31	BRICK BREAK	FTG	●	●
32	DOUBLE TEAM	NRM	●	●
39	ROCK TOMB	RCK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H3	SURF	WTR	●	●
H4	STRENGTH	NRM	●	●
H6	ROCK SMASH	FTG	●	●
EG	FAINT ATTACK	DRK	●	-
EG	DETECT	FTG	●	-
EG	FORESIGHT	NRM	●	-
EG	HELPING HAND	NRM	●	-
EG	CROSS CHOP	FTG	●	-
EG	REVENGE	FTG	●	-
EG	DYNAMICPUNCH	FTG	●	-
EG	COUNTER	FTG	●	-

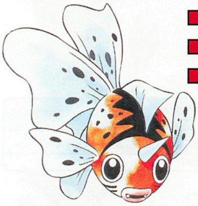
#51 SEAKING

WATER 2

GOLDEEN: LEVEL 33

TYPE: **WATER** ABILITY: **SWIFT SWIM/WATER VEIL**

HP 🟥🟥⬜⬜ SPEED 🟥🟥⬜⬜
ATTACK 🟥🟥🟥⬜ DEFENSE 🟥🟥⬜⬜
SA 🟥🟥⬜⬜ SD 🟥🟥⬜⬜



TM & HM MOVES

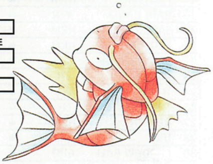
#	MOVE	TYPE	#50	#51
03	WATER PULSE	WTR	●	●
06	TOXIC	PSN	●	●
07	HAIL	ICE	●	●
10	HIDDEN POWER	NRM	●	●
13	ICE BEAM	ICE	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H3	SURF	WTR	●	●
H7	WATERFALL	WTR	●	●
H8	DIVE	WTR	●	●
EG	PSYBEAM	PSY	●	-
EG	HYDRO PUMP	WTR	●	-
EG	SLEEP TALK	NRM	●	-
EG	MUD SPORT	GRD	●	-

#52 MAGIKARP

DRAGON/WATER 2

TYPE: **WATER** ABILITY: **SWIFT SWIM**

HP 🟥⬜⬜⬜ SPEED 🟥🟥🟥⬜
ATTACK 🟥⬜⬜⬜ DEFENSE 🟥🟥⬜⬜
SA 🟥⬜⬜⬜ SD 🟥⬜⬜⬜



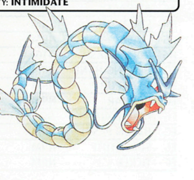
#53 GYARADOS

DRAGON/WATER 2

MAGIKARP: LEVEL 20

TYPE: **WATER-FLYING** ABILITY: **INTIMIDATE**

HP 🟥🟥⬜⬜ SPEED 🟥🟥🟥⬜
ATTACK 🟥🟥🟥🟥 DEFENSE 🟥🟥⬜⬜
SA 🟥🟥⬜⬜ SD 🟥🟥🟥⬜

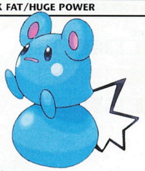


#54 AZURILL

NONE

TYPE: **NORMAL** ABILITY: **THICK FAT/HUGE POWER**

HP 🟥⬜⬜⬜ SPEED 🟥⬜⬜⬜
ATTACK 🟥⬜⬜⬜ DEFENSE 🟥⬜⬜⬜
SA 🟥⬜⬜⬜ SD 🟥⬜⬜⬜



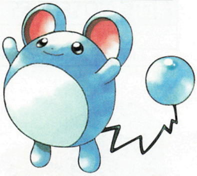
#55 MARILL

FAIRY/WATER 1

AZURILL: FRIENDLY EVOLUTION

TYPE: **WATER** ABILITY: **THICK FAT/HUGE POWER**

HP 🟥🟥⬜⬜ SPEED 🟥🟥⬜⬜
ATTACK 🟥⬜⬜⬜ DEFENSE 🟥🟥⬜⬜
SA 🟥⬜⬜⬜ SD 🟥🟥⬜⬜



LEVEL-UP MOVES

MOVE	TYPE	#52	#53
SPLASH	NRM	1	-
THRASH	NRM	-	1
TACKLE	NRM	15	-
BITE	DRK	-	20
DRAGON RAGE	DRG	-	25
FLAIL	NRM	30	-
LEER	NRM	-	30
TWISTER	DRG	-	35
HYDRO PUMP	WTR	-	40
RAIN DANCE	WTR	-	45
DRAGON DANCE	DRG	-	50
HYPER BEAM	NRM	-	55

TM & HM MOVES

#	MOVE	TYPE	#52	#53
03	WATER PULSE	WTR	-	●
05	ROAR	NRM	-	●
06	TOXIC	PSN	-	●
07	HAIL	ICE	-	●
10	HIDDEN POWER	NRM	-	●
12	TAUNT	DRK	-	●
13	ICE BEAM	ICE	-	●
14	BLIZZARD	ICE	-	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	-	●
18	RAIN DANCE	WTR	-	●
21	FRUSTRATION	NRM	-	●
24	THUNDERBOLT	ELC	-	●
25	THUNDER	ELC	-	●
26	EARTHQUAKE	GRD	-	●
27	RETURN	NRM	-	●
32	DOUBLE TEAM	NRM	-	●
35	FLAMETHROWER	FIRE	-	●
37	SANDSTORM	RCK	-	●
38	FIRE BLAST	FIRE	-	●
41	TORMENT	DRK	-	●
42	FACADE	NRM	-	●
43	SECRET POWER	NRM	-	●
44	REST	PSY	-	●
45	ATTRACT	NRM	-	●
H3	SURF	WTR	-	●
H4	STRENGTH	NRM	-	●
H6	ROCK SMASH	FTG	-	●
H7	WATERFALL	WTR	-	●
H8	DIVE	WTR	-	●

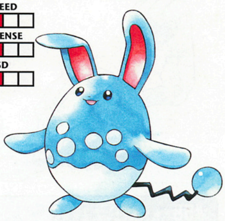
#56 AZUMARILL

FAIRY/WATER 1

MARILL: LEVEL 18

TYPE: **WATER** ABILITY: **THICK FAT/HUGE POWER**

HP 🟥🟥⬜⬜ SPEED 🟥🟥⬜⬜
ATTACK 🟥🟥⬜⬜ DEFENSE 🟥🟥⬜⬜
SA 🟥🟥⬜⬜ SD 🟥🟥⬜⬜



LEVEL-UP MOVES

MOVE	TYPE	#54	#55	#56
SPLASH	NRM	1	-	-
TACKLE	NRM	-	1	1
DEFENSE CURL	NRM	-	-	1
TAIL WHIP	NRM	-	-	1
WATER GUN	WTR	-	-	1
CHARM	NRM	3	-	-
DEFENSE CURL	NRM		3	3
TAIL WHIP	NRM	6	6	6
BUBBLE	WTR	10	-	-
WATER GUN	WTR	21	10	10
SLAM	NRM	15	-	-
ROLLOUT	RCK	-	15	15
BUBBLEBEAM	WTR	-	21	24
DOUBLE-EDGE	NRM	-	28	34
RAIN DANCE	WTR	-	36	45
HYDRO PUMP	WTR	-	45	57

TM & HM MOVES

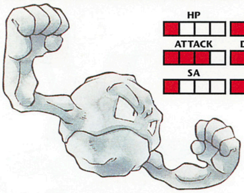
#	MOVE	TYPE	#54	#55	#56
01	FOCUS PUNCH	FTG	-	●	●
03	WATER PULSE	WTR	●	●	●
06	TOXIC	PSN	●	●	●
07	HAIL	ICE	●	●	●
10	HIDDEN POWER	NRM	●	●	●
13	ICE BEAM	ICE	●	●	●
14	BLIZZARD	ICE	●	●	●
15	HYPER BEAM	NRM	-	-	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
21	FRUSTRATION	NRM	●	●	●
23	IRON TAIL	STL	●	●	●
27	RETURN	NRM	●	●	●
28	DIG	GRD	-	●	●
31	BRICK BREAK	FTG	-	●	●
32	DOUBLE TEAM	NRM	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
H3	SURF	WTR	●	●	●
H4	STRENGTH	NRM	-	●	●
H6	ROCK SMASH	FTG	-	●	●
H7	WATERFALL	WTR	●	●	●
H8	DIVE	WTR	-	●	●
EG	ENCORE	NRM	●	-	-
EG	SING	WTR	●	-	-
EG	REFRESH	NRM	●	-	-
EG	SLAM	WTR	●	-	-
EG	TICKLE	NRM	●	-	-
EG	LIGHT SCREEN	PSY	-	●	-
EG	AMNESIA	PSY	-	●	-
EG	FUTURE SIGHT	PSY	-	●	-
EG	SUPERSONIC	NRM	-	●	-
EG	SUBSTITUTE	NRM	-	●	-

#57 GEODUDE

MINERAL

TYPE: **ROCK-GROUND** ABILITY: **ROCK HEAD/STURDY**

HP	SPEED
■□□□	■□□□
ATTACK	**DEFENSE**
■■■□	■■■□
SA	**SD**
■□□□	■□□□



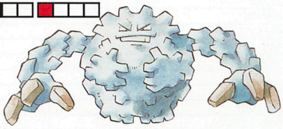
#58 GRAVELER

MINERAL

GEODUDE: LEVEL 25

TYPE: **ROCK-GROUND** ABILITY: **ROCK HEAD/STURDY**

HP	SPEED
■■□□	■□□□
ATTACK	**DEFENSE**
■■■□	■■■□
SA	**SD**
■■□□	■□□□



LEVEL-UP MOVES

MOVE	TYPE	#57	#58	#59
TACKLE	NRM	1	1	1
DEFENSE CURL	NRM	1	1	1
MUD SPORT	GRD	-	1	1
ROCK THROW	RCK	-	1	1
MUD SPORT	GRD	6	6	6
ROCK THROW	RCK	11	11	11
MAGNITUDE	GRD	16	16	16
SELFDESTRUCT	NRM	21	21	21
ROLLOUT	RCK	26	29	29
ROCK BLAST	RCK	31	37	37
EARTHQUAKE	GRD	36	45	45
EXPLOSION	NRM	41	53	53
DOUBLE-EDGE	NRM	46	62	62

TM & HM MOVES

#	MOVE	TYPE	#57	#58	#59
01	FOCUS PUNCH	FTG	●	●	●
05	ROAR	NRM	-	-	●
06	TOXIC	PSN	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIRE	●	●	●
15	HYPER BEAM	NRM	-	-	●
17	PROTECT	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
26	EARTHQUAKE	GRD	●	●	●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
31	BRICK BREAK	FTG	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
35	FLAMETHROWER	FIRE	●	●	●
37	SANDSTORM	RCK	●	●	●
38	FIRE BLAST	FIRE	●	●	●
39	ROCK TOMB	RCK	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
H4	STRENGTH	NRM	●	●	●
H6	ROCK SMASH	FTG	●	●	●
EG	ROCK SLIDE	RCK	●	-	-
EG	BLOCK	NRM	●	-	-

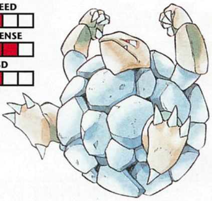
#59 GOLEM

MINERAL

GRAVELER: TRADE EVOLUTION

TYPE: **ROCK-GROUND** ABILITY: **ROCK HEAD/STURDY**

HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■■□	■■■□
SA	**SD**
■■□□	■■□□

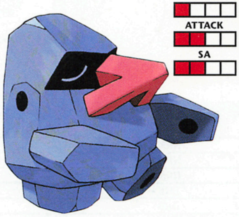


#60 NOSEPASS

MINERAL

TYPE: **ROCK** ABILITY: **STURDY/MAGNET PULL**

HP	SPEED
■□□□	■□□□
ATTACK	**DEFENSE**
■■□□	■■■□
SA	**SD**
■■□□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#60
TACKLE	NRM	1
HARDEN	NRM	7
ROCK THROW	RCK	13
BLOCK	NRM	16
THUNDER WAVE	ELC	22
ROCK SLIDE	RCK	28
SANDSTORM	RCK	31
REST	PSY	37
ZAP CANNON	ELC	43
LOCK-ON	NRM	46

TM & HM MOVES

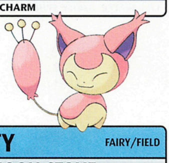
#	MOVE	TYPE	#60
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
12	TAUNT	DRK	●
17	PROTECT	NRM	●
21	FRUSTRATION	NRM	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
32	DOUBLE TEAM	NRM	●
34	SHOCK WAVE	ELC	●
37	SANDSTORM	RCK	●
39	ROCK TOMB	RCK	●
41	TORMENT	DRK	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
H4	STRENGTH	NRM	●
H6	ROCK SMASH	FTG	●
EG	MAGNITUDE	GRD	●
EG	ROLLOUT	RCK	●
EG	EXPLOSION	NRM	●

#61 SKITTY

FAIRY/FIELD

TYPE: **NORMAL** ABILITY: **CUTE CHARM**

HP	SPEED
■□□□	■■□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■□□	■□□□



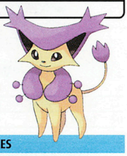
#62 DELCATTY

FAIRY/FIELD

SKITTY: MOON STONE

TYPE: **NORMAL** ABILITY: **CUTE CHARM**

HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■□□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#61	#62
GROWL	NRM	1	1
TACKLE	NRM	1	-
ATTRACT	NRM	-	1
SING	NRM	-	1
DOUBLESLAP	NRM	-	1
TAIL WHIP	NRM	3	-
ATTRACT	NRM	7	-
SING	NRM	13	-
DOUBLESLAP	NRM	15	-
ASSIST	NRM	19	-
CHARM	NRM	25	-
FAINT ATTACK	DRK	27	-
COVET	NRM	31	-
HEAL BELL	NRM	37	-
DOUBLE-EDGE	NRM	39	-

TM & HM MOVES

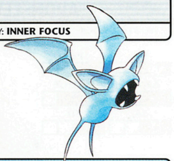
#	MOVE	TYPE	#61	#62
03	WATER PULSE	WTR	●	●
04	CALM MIND	PSY	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
13	ICE BEAM	ICE	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	SAFEGUARD	NRM	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
23	IRON TAIL	STL	●	●
24	THUNDERBOLT	ELC	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
30	SHADOW BALL	GHO	●	●
32	DOUBLE TEAM	NRM	●	●
34	SHOCK WAVE	ELC	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H4	STRENGTH	NRM	-	●
H5	FLASH	NRM	●	●
H6	ROCK SMASH	FTG	-	●
EG	HELPING HAND	NRM	●	-
EG	PSYCH UP	NRM	●	-
EG	UPROAR	NRM	●	-
EG	FAKE TEARS	DRK	●	-
EG	BATON PASS	NRM	●	-
EG	SUBSTITUTE	NRM	●	-
EG	TICKLE	NRM	●	-

#63 ZUBAT

FLYING

TYPE: **POISON-FLYING** ABILITY: **INNER FOCUS**

HP	SPEED	ATTACK	DEFENSE	SA	SD
■□□□	■■□□	■■□□	■□□□	■□□□	■□□□



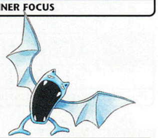
#64 GOLBAT

FLYING

ZUBAT: LEVEL 22

TYPE: **POISON-FLYING** ABILITY: **INNER FOCUS**

HP	SPEED	ATTACK	DEFENSE	SA	SD
■■□□	■■■□	■■■□	■■□□	■■□□	■■□□



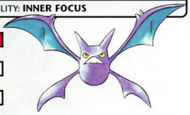
#65 CROBAT

FLYING

GOLBAT: FRIENDLY EVOLUTION

TYPE: **POISON-FLYING** ABILITY: **INNER FOCUS**

HP	SPEED	ATTACK	DEFENSE	SA	SD
■■□□	■■■■	■■■□	■■□□	■■□□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#63	#64	#65
LEECH LIFE	BUG	1	1	1
SCREECH	NRM	-	1	1
SUPERSONIC	NRM	6	1	1
ASTONISH	GHO	11	1	1
SUPERSONIC	NRM	-	6	6
ASTONISH	GHO	-	11	11
BITE	DRK	16	16	16
WING ATTACK	FLY	21	21	21
CONFUSE RAY	GHO	26	28	28
AIR CUTTER	FLY	31	35	35
MEAN LOOK	NRM	36	42	42
POISON FANG	PSN	41	49	49
HAZE	ICE	46	56	56

TM & HM MOVES

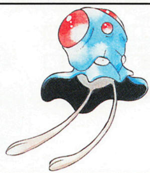
#	MOVE	TYPE	#63	#64	#65
06	TOXIC	PSN	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIRE	●	●	●
12	TAUNT	DRK	●	●	●
15	HYPER BEAM	NRM	-	●	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
19	GIGA DRAIN	GRS	●	●	●
21	FRUSTRATION	NRM	●	●	●
27	RETURN	NRM	●	●	●
30	SHADOW BALL	GHO	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
36	SLUDGE BOMB	PSN	●	●	●
40	AERIAL ACE	FLY	●	●	●
41	TORMENT	DRK	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
46	THIEF	DRK	●	●	●
47	STEEL WING	STL	●	●	●
49	SNATCH	DRK	●	●	●
H2	FLY	FLY	-	-	●
EG	QUICK ATTACK	NRM	●	-	-
EG	PURSUIT	DRK	●	-	-

#66 TENTACOOL

WATER 3

TYPE: **WATER-POISON** ABILITY: **CLEAR BODY/LIQUID OOZE**

HP	SPEED	ATTACK	DEFENSE	SA	SD
■□□□	■■□□	■■□□	■□□□	■■□□	■■■□



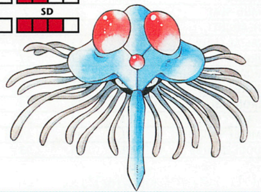
#67 TENTACRUEL

WATER 3

TENTACOOL: LEVEL 30

TYPE: **WATER-POISON** ABILITY: **CLEAR BODY/LIQUID OOZE**

HP	SPEED	ATTACK	DEFENSE	SA	SD
■■□□	■■■□	■■□□	■■□□	■■■□	■■■□



LEVEL-UP MOVES

MOVE	TYPE	#66	#67
POISON STING	PSN	1	1
SUPERSONIC	NRM	-	1
CONSTRICT	NRM	-	1
SUPERSONIC	NRM	6	6
CONSTRICT	NRM	12	12
ACID	PSN	19	19
BUBBLEBEAM	WTR	25	25
WRAP	NRM	30	30
BARRIER	PSY	36	38
SCREECH	NRM	43	47
HYDRO PUMP	WTR	49	55

TM & HM MOVES

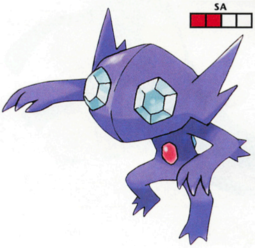
#	MOVE	TYPE	#66	#67
03	WATER PULSE	WTR	●	●
06	TOXIC	PSN	●	●
07	HAIL	ICE	●	●
10	HIDDEN POWER	NRM	●	●
13	ICE BEAM	ICE	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
19	GIGA DRAIN	GRS	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
36	SLUDGE BOMB	PSN	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
H1	CUT	NRM	●	●
H3	SURF	WTR	●	●
H7	WATERFALL	WTR	●	●
H8	DIVE	WTR	●	●
EG	MIRROR COAT	PSY	●	-
EG	SAFEGUARD	NRM	●	-
EG	CONFUSE RAY	GHO	●	-

#68 SABLEYE

HUMAN-LIKE

TYPE: **DARK-GHOST** ABILITY: **KEEN EYE**

HP	SPEED	ATTACK	DEFENSE	SA	SD
■□□□	■■□□	■■□□	■■□□	■■□□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#68
LEER	NRM	1
SCRATCH	NRM	1
FORESIGHT	NRM	5
NIGHT SHADE	GHO	9
ASTONISH	GHO	13
FURY SWIPES	NRM	17
FAKE OUT	NRM	21
DETECT	FTG	25
FAINT ATTACK	DRK	29
KNOCK OFF	DRK	33
CONFUSE RAY	GHO	37
SHADOW BALL	GHO	41
MEAN LOOK	NRM	45

TM & HM MOVES

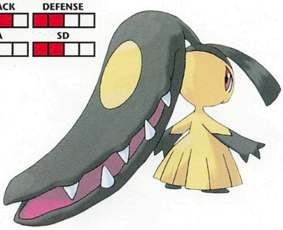
#	MOVE	TYPE	#68
01	FOCUS PUNCH	FTG	●
03	WATER PULSE	WTR	●
04	CALM MIND	PSY	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
12	TAUNT	DRK	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
21	FRUSTRATION	NRM	●
27	RETURN	NRM	●
28	DIG	GRD	●
29	PSYCHIC	PSY	●
30	SHADOW BALL	GHO	●
31	BRICK BREAK	FTG	●
32	DOUBLE TEAM	NRM	●
34	SHOCK WAVE	ELC	●
39	ROCK TOMB	RCK	●
40	AERIAL ACE	FLY	●
41	TORMENT	DRK	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
49	SNATCH	DRK	●
H1	CUT	NRM	●
H5	FLASH	NRM	●
H6	ROCK SMASH	FTG	●
EG	PSYCH UP	NRM	●
EG	RECOVER	NRM	●
EG	MOONLIGHT	NRM	●

#69 MAWILE

FAIRY/FIELD

TYPE: **STEEL** ABILITY: **HYPER CUTTER/INTIMIDATE**

HP	SPEED
■□□□	■■□□
ATTACK	**DEFENSE**
■■■□	■■□□
SA	**SD**
■■□□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#69
ASTONISH	GHO	1
FAKE TEARS	DRK	6
BITE	DRK	11
SWEET SCENT	NRM	16
VICEGRIP	NRM	21
FAINT ATTACK	DRK	26
BATON PASS	NRM	31
CRUNCH	DRK	36
IRON DEFENSE	STL	41
STOCKPILE	NRM	46
SWALLOW	NRM	46
SPIT UP	NRM	46

TM & HM MOVES

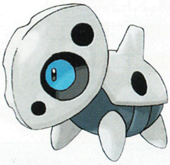
#	MOVE	TYPE	#69
01	FOCUS PUNCH	FTG	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
12	TAUNT	DRK	●
13	ICE BEAM	ICE	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
27	RETURN	NRM	●
31	BRICK BREAK	FTG	●
32	DOUBLE TEAM	NRM	●
35	FLAMETHROWER	FIRE	●
36	SLUDGE BOMB	PSN	●
37	SANDSTORM	RCK	●
38	FIRE BLAST	FIRE	●
39	ROCK TOMB	RCK	●
41	TORMENT	DRK	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
H4	STRENGTH	NRM	●
H6	ROCK SMASH	FTG	●
EG	SWORDS DANCE	NRM	●
EG	FALSE SWIPE	NRM	●
EG	POISON FANG	PSN	●
EG	PSYCH UP	NRM	●
EG	ANCIENTPOWER	RCK	●
EG	TICKLE	NRM	●

#70 ARON

MONSTER

TYPE: **STEEL-ROCK** ABILITY: **STURDY/ROCK HEAD**

HP	SPEED
■□□□	■□□□
ATTACK	**DEFENSE**
■■□□	■■■□
SA	**SD**
■■□□	■□□□



LEVEL-UP MOVES

MOVE	TYPE	#70	#71	#72
TACKLE	NRM	1	1	1
HARDEN	NRM	-	1	1
MUD-SLAP	GRD	-	1	1
HEADBUTT	NRM	-	1	1
HARDEN	NRM	4	4	4
MUD-SLAP	GRD	7	7	7
HEADBUTT	NRM	10	10	10
METAL CLAW	STL	13	13	13
IRON DEFENSE	STL	17	17	17
ROAR	NRM	21	21	21
TAKE DOWN	NRM	25	25	25
IRON TAIL	STL	29	29	29
PROTECT	NRM	34	37	37
METAL SOUND	STL	39	45	50
DOUBLE-EDGE	NRM	44	53	63

TM & HM MOVES

#	MOVE	TYPE	#70	#71	#72
01	FOCUS PUNCH	FTG	-	-	●
02	DRAGON CLAW	DRG	-	-	●
03	WATER PULSE	WTR	●	●	●
05	ROAR	NRM	●	●	●
06	TOXIC	PSN	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIRE	●	●	●
12	TAUNT	DRK	-	-	●
13	ICE BEAM	ICE	-	-	●
14	BLIZZARD	ICE	-	-	●
15	HYPER BEAM	NRM	-	-	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
21	FRUSTRATION	NRM	●	●	●
22	SOLARBEAM	GRS	-	-	●
23	IRON TAIL	STL	●	●	●
24	THUNDERBOLT	ELC	-	-	●
25	THUNDER	ELC	-	-	●
26	EARTHQUAKE	GRD	●	●	●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
31	BRICK BREAK	FTG	-	-	●
32	DOUBLE TEAM	NRM	●	●	●
34	SHOCK WAVE	ELC	●	●	●
35	FLAMETHROWER	FIRE	-	-	●
37	SANDSTORM	RCK	●	●	●
38	FIRE BLAST	FIRE	-	-	●
39	ROCK TOMB	RCK	●	●	●
40	AERIAL ACE	FLY	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
H1	CUT	NRM	●	●	●
H3	SURF	WTR	-	-	●
H4	STRENGTH	NRM	●	●	●
H6	ROCK SMASH	FTG	●	●	●
EG	ENDEAVOR	NRM	●	-	-
EG	BODY SLAM	NRM	●	-	-
EG	STOMP	NRM	●	-	-
EG	SMELLINGSALT	NRM	●	-	-

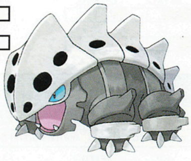
#71 LAIRON

MONSTER

ARON: LEVEL 32

TYPE: **STEEL-ROCK** ABILITY: **STURDY/ROCK HEAD**

HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■■□	■■■□
SA	**SD**
■■□□	■■□□



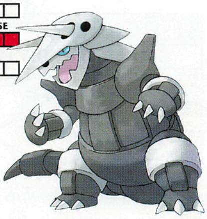
#72 AGGRON

MONSTER

LAIRON: LEVEL 42

TYPE: **STEEL-ROCK** ABILITY: **STURDY/ROCK HEAD**

HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■■□	■■■■
SA	**SD**
■■□□	■■□□

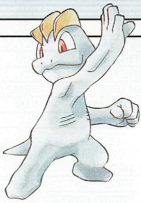


#73 MACHOP

HUMAN-LIKE

TYPE: **FIGHTING** ABILITY: **GUTS**

HP	SPEED
■■□□	■□□□
ATTACK	**DEFENSE**
■■■□	■■□□
SA	**SD**
■■□□	■□□□



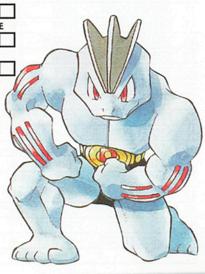
#74 MACHOKE

HUMAN-LIKE

MACHOP: LEVEL 28

TYPE: **FIGHTING** ABILITY: **GUTS**

HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■■□	■■□□
SA	**SD**
■■□□	■■□□



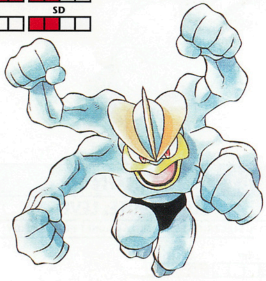
#75 MACHAMP

HUMAN-LIKE

MACHOKE: TRADE EVOLUTION

TYPE: **FIGHTING** ABILITY: **GUTS**

HP	SPEED
🟥🟥☐☐	🟥🟥☐☐
ATTACK	**DEFENSE**
🟥🟥🟥🟥	🟥🟥☐☐
SA	**SD**
🟥🟥☐☐	🟥🟥☐☐



LEVEL-UP MOVES

MOVE	TYPE	#73	#74	#75
LOW KICK	FTG	1	1	1
LEER	NRM	1	1	1
FOCUS ENERGY	NRM	-	1	1
FOCUS ENERGY	NRM	7	7	7
KARATE CHOP	FTG	13	13	13
SEISMIC TOSS	FTG	19	19	19
FORESIGHT	NRM	22	22	22
REVENGE	FTG	25	25	25
VITAL THROW	FTG	31	33	33
SUBMISSION	FTG	37	41	41
CROSS CHOP	FTG	40	46	46
SCARY FACE	NRM	43	51	51
DYNAMICPUNCH	FTG	49	59	59

TM & HM MOVES

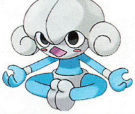
#	MOVE	TYPE	#73	#74	#75
01	FOCUS PUNCH	FTG	●	●	●
06	TOXIC	PSN	●	●	●
08	BULK UP	FTG	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIRE	●	●	●
15	HYPER BEAM	NRM	-	-	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
21	FRUSTRATION	NRM	●	●	●
26	EARTHQUAKE	GRD	●	●	●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
31	BRICK BREAK	FTG	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
35	FLAMETHROWER	FIRE	●	●	●
38	FIRE BLAST	FIRE	●	●	●
39	ROCK TOMB	RCK	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
46	THIEF	DRK	●	●	●
H4	STRENGTH	NRM	●	●	●
H6	ROCK SMASH	FTG	●	●	●
EG	LIGHT SCREEN	PSY	●	-	-
EG	MEDITATE	PSY	●	-	-
EG	ENCORE	NRM	●	-	-
EG	SMELLINGSALT	NRM	●	-	-
EG	COUNTER	FTG	●	-	-
EG	ROCK SLIDE	RCK	●	-	-

#76 MEDITITE

HUMAN-LIKE

TYPE: **FIGHTING-PSYCHIC** ABILITY: **PURE POWER**

HP	SPEED
🟥☐☐☐	🟥🟥☐☐
ATTACK	**DEFENSE**
🟥🟥☐☐	🟥🟥☐☐
SA	**SD**
🟥🟥☐☐	🟥🟥☐☐



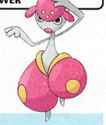
#77 MEDICHAM

HUMAN-LIKE

MEDITITE: LEVEL 37

TYPE: **FIGHTING-PSYCHIC** ABILITY: **PURE POWER**

HP	SPEED
🟥🟥☐☐	🟥🟥🟥☐
ATTACK	**DEFENSE**
🟥🟥☐☐	🟥🟥☐☐
SA	**SD**
🟥🟥☐☐	🟥🟥☐☐



LEVEL-UP MOVES

MOVE	TYPE	#76	#77
FIRE PUNCH	FIRE	-	1
THUNDERPUNCH	ELC	-	1
ICE PUNCH	ICE	-	1
BIDE	NRM	1	1
MEDITATE	PSY	-	1
CONFUSION	PSY	-	1
DETECT	FTG	-	1
MEDITATE	PSY	4	4
CONFUSION	PSY	9	9
DETECT	FTG	12	12
HIDDEN POWER	NRM	18	18
MIND READER	NRM	22	22
CALM MIND	PSY	28	28
HI JUMP KICK	FTG	32	32
PSYCH UP	NRM	38	40
REVERSAL	FTG	42	46
RECOVER	NRM	48	54

TM & HM MOVES

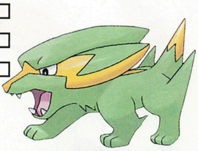
#	MOVE	TYPE	#76	#77
01	FOCUS PUNCH	FTG	●	●
04	CALM MIND	PSY	●	●
06	TOXIC	PSN	●	●
08	BULK UP	FTG	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
15	HYPER BEAM	NRM	-	●
16	LIGHT SCREEN	PSY	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
29	PSYCHIC	PSY	●	●
30	SHADOW BALL	GHO	●	●
31	BRICK BREAK	FTG	●	●
32	DOUBLE TEAM	NRM	●	●
33	REFLECT	PSY	●	●
39	ROCK TOMB	RCK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H4	STRENGTH	NRM	●	●
H5	FLASH	NRM	●	●
H6	ROCK SMASH	FTG	●	●
EG	FIRE PUNCH	FIRE	●	-
EG	THUNDER PUNCH	ELC	●	-
EG	ICE PUNCH	ICE	●	-
EG	FORESIGHT	NRM	●	-
EG	FAKE OUT	NRM	●	-
EG	BATON PASS	NRM	●	-
EG	DYNAMICPUNCH	FTG	●	-

#78 ELECTRIKE

FIELD

TYPE: **ELECTRIC** ABILITY: **STATIC/LIGHTNINGROD**

HP	SPEED
🟥☐☐☐	🟥🟥☐☐
ATTACK	**DEFENSE**
🟥🟥☐☐	🟥☐☐☐
SA	**SD**
🟥🟥☐☐	🟥☐☐☐



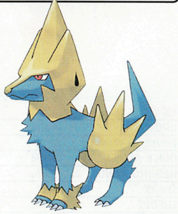
#79 MANECTRIC

FIELD

ELECTRIKE: LEVEL 26

TYPE: **ELECTRIC** ABILITY: **STATIC/LIGHTNINGROD**

HP	SPEED
🟥🟥☐☐	🟥🟥🟥☐
ATTACK	**DEFENSE**
🟥🟥☐☐	🟥🟥☐☐
SA	**SD**
🟥🟥🟥☐	🟥🟥☐☐



LEVEL-UP MOVES

MOVE	TYPE	#78	#79
TACKLE	NRM	1	1
THUNDER WAVE	ELC	4	1
LEER	NRM	9	1
HOWL	NRM	12	1
THUNDER WAVE	ELC	-	4
LEER	NRM	-	9
HOWL	NRM	-	12
QUICK ATTACK	NRM	17	17
SPARK	ELC	20	20
ODOR SLEUTH	NRM	25	25
ROAR	NRM	28	31
BITE	DRK	33	39
THUNDER	ELC	36	45
CHARGE	ELC	41	53

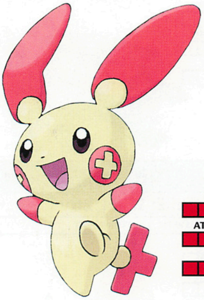
TM & HM MOVES

#	MOVE	TYPE	#78	#79
05	ROAR	NRM	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
24	THUNDERBOLT	ELC	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SHOCK WAVE	ELC	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
H4	STRENGTH	NRM	●	●
H5	FLASH	NRM	●	●
EG	CRUNCH	DRK	●	-
EG	HEADBUTT	NRM	●	-
EG	UPROAR	NRM	●	-
EG	CURSE	?	●	-
EG	SWIFT	NRM	●	-

#80 PLUSLE

FAIRY

TYPE: **ELECTRIC** ABILITY: **PLUS**



HP	SPEED
🟥🟥⬜⬜	🟥🟥🟥⬜
ATTACK	**DEFENSE**
🟥🟥⬜⬜	🟥⬜⬜⬜
SA	**SD**
🟥🟥🟥⬜	🟥🟥⬜⬜

LEVEL-UP MOVES

MOVE	TYPE	#80
GROWL	NRM	1
THUNDER WAVE	ELC	4
QUICK ATTACK	NRM	10
HELPING HAND	NRM	13
SPARK	ELC	19
ENCORE	NRM	22
FAKE TEARS	DRK	28
CHARGE	ELC	31
THUNDER	ELC	37
BATON PASS	NRM	40
AGILITY	PSY	47

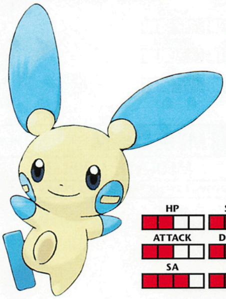
TM & HM MOVES

#	MOVE	TYPE	#80
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
16	LIGHT SCREEN	PSY	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
27	RETURN	NRM	●
32	DOUBLE TEAM	NRM	●
34	SHOCK WAVE	ELC	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
H5	FLASH	NRM	●
EG	SUBSTITUTE	NRM	●

#81 MINUN

FAIRY

TYPE: **ELECTRIC** ABILITY: **MINUS**



HP	SPEED
🟥🟥⬜⬜	🟥🟥🟥⬜
ATTACK	**DEFENSE**
🟥🟥⬜⬜	🟥🟥⬜⬜
SA	**SD**
🟥🟥🟥⬜	🟥🟥⬜⬜

LEVEL-UP MOVES

MOVE	TYPE	#81
GROWL	NRM	1
THUNDER WAVE	ELC	4
QUICK ATTACK	NRM	10
HELPING HAND	NRM	13
SPARK	ELC	19
ENCORE	NRM	22
CHARM	NRM	28
CHARGE	ELC	31
THUNDER	ELC	37
BATON PASS	NRM	40
AGILITY	PSY	47

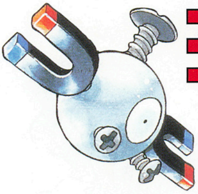
TM & HM MOVES

#	MOVE	TYPE	#81
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
16	LIGHT SCREEN	PSY	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
27	RETURN	NRM	●
32	DOUBLE TEAM	NRM	●
34	SHOCK WAVE	ELC	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
H5	FLASH	NRM	●
EG	SUBSTITUTE	NRM	●

#82 MAGNEMITE

NONE

TYPE: **ELECTRIC-STEEL** ABILITY: **MAGNET PULL/STURDY**



HP	SPEED
🟥⬜⬜⬜	🟥🟥⬜⬜
ATTACK	**DEFENSE**
🟥⬜⬜⬜	🟥🟥⬜⬜
SA	**SD**
🟥🟥🟥⬜	🟥🟥⬜⬜

#83 MAGNETON

NONE

MAGNEMITE: LEVEL 30

TYPE: **ELECTRIC-STEEL** ABILITY: **MAGNET PULL/STURDY**

HP	SPEED
🟥⬜⬜⬜	🟥🟥⬜⬜
ATTACK	**DEFENSE**
🟥🟥⬜⬜	🟥🟥🟥⬜
SA	**SD**
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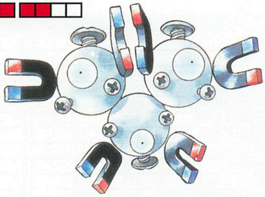


LEVEL-UP MOVES

MOVE	TYPE	#82	#83
METAL SOUND	STL	1	1
TACKLE	NRM	1	1
THUNDERSHOCK	ELC	-	1
SUPERSONIC	NRM	-	1
THUNDERSHOCK	ELC	6	6
SUPERSONIC	NRM	11	11
SONICBOOM	NRM	16	16
THUNDER WAVE	ELC	21	21
SPARK	ELC	26	26
LOCK-ON	NRM	32	35
SWIFT	NRM	38	-
TRI ATTACK	NRM	-	44
SCREECH	NRM	44	53
ZAP CANNON	ELC	50	62

TM & HM MOVES

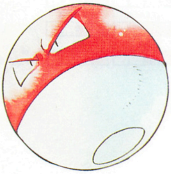
#	MOVE	TYPE	#82	#83
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
24	THUNDERBOLT	ELC	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
33	REFLECT	PSY	●	●
34	SHOCK WAVE	ELC	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
H5	FLASH	NRM	●	●

#84 VOLTORB

NONE

TYPE: **ELECTRIC** ABILITY: **SOUNDPROOF/STATIC**

HP ■□□□ **SPEED** ■■■□
ATTACK ■□□□ **DEFENSE** ■■□□
SA ■■□□ **SD** ■■□□



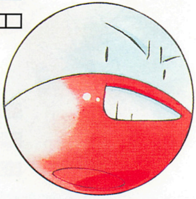
#85 ELECTRODE

NONE

VOLTORB: LEVEL 30

TYPE: **ELECTRIC** ABILITY: **SOUNDPROOF/STATIC**

HP ■■□□ **SPEED** ■■■■
ATTACK ■■□□ **DEFENSE** ■■□□
SA ■■■□ **SD** ■■□□



LEVEL-UP MOVES

MOVE	TYPE	#84	#85
CHARGE	ELC	1	1
TACKLE	NRM	1	1
SCREECH	NRM	-	1
SONICBOOM	NRM	-	1
SCREECH	NRM	8	8
SONICBOOM	NRM	15	15
SPARK	ELC	21	21
SELFDESTRUCT	NRM	27	27
ROLLOUT	RCK	32	34
LIGHT SCREEN	PSY	37	41
SWIFT	NRM	42	48
EXPLOSION	NRM	46	54
MIRROR COAT	PSY	49	59

TM & HM MOVES

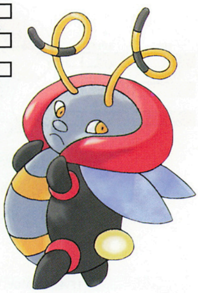
#	MOVE	TYPE	#84	#85
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
12	TAUNT	DRK	●	●
15	HYPER BEAM	NRM	-	●
16	LIGHT SCREEN	PSY	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
24	THUNDERBOLT	ELC	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SHOCK WAVE	ELC	●	●
41	TORMENT	DRK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
46	THIEF	DRK	●	●
H5	FLASH	NRM	●	●

#86 VOLBEAT

BUG/HUMAN-LIKE

TYPE: **BUG** ABILITY: **ILLUMINATE/SWARM**

HP ■■□□ **SPEED** ■■■□
ATTACK ■■□□ **DEFENSE** ■■□□
SA ■■□□ **SD** ■■□□



LEVEL-UP MOVES

MOVE	TYPE	#86
TACKLE	NRM	1
CONFUSE RAY	GHO	5
DOUBLE TEAM	NRM	9
MOONLIGHT	NRM	13
QUICK ATTACK	NRM	17
TAIL GLOW	BUG	21
SIGNAL BEAM	BUG	25
PROTECT	NRM	29
HELPING HAND	NRM	33
DOUBLE-EDGE	NRM	37

TM & HM MOVES

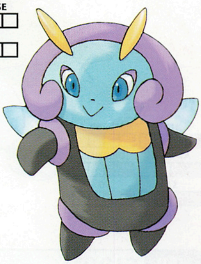
#	MOVE	TYPE	#86
01	FOCUS PUNCH	FTG	●
03	WATER PULSE	WTR	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
16	LIGHT SCREEN	PSY	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
19	GIGA DRAIN	GRS	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
27	RETURN	NRM	●
30	SHADOW BALL	GHO	●
31	BRICK BREAK	FTG	●
32	DOUBLE TEAM	NRM	●
34	SHOCK WAVE	ELC	●
40	AERIAL ACE	FLY	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
H5	FLASH	NRM	●
EG	BATON PASS	NRM	●
EG	SILVER WIND	BUG	●
EG	TRICK	PSY	●

#87 ILLUMISE

BUG/HUMAN-LIKE

TYPE: **BUG** ABILITY: **OBLIVIOUS**

HP ■■□□ **SPEED** ■■■□
ATTACK ■■□□ **DEFENSE** ■■□□
SA ■■□□ **SD** ■■□□



LEVEL-UP MOVES

MOVE	TYPE	#87
TACKLE	NRM	1
SWEET SCENT	NRM	5
CHARM	NRM	9
MOONLIGHT	NRM	13
QUICK ATTACK	NRM	17
WISH	NRM	21
ENCORE	NRM	25
FLATTER	DRK	29
HELPING HAND	NRM	33
COVET	NRM	37

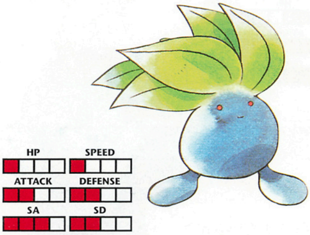
TM & HM MOVES

#	MOVE	TYPE	#87
01	FOCUS PUNCH	FTG	●
03	WATER PULSE	WTR	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
16	LIGHT SCREEN	PSY	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
19	GIGA DRAIN	GRS	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
27	RETURN	NRM	●
30	SHADOW BALL	GHO	●
31	BRICK BREAK	FTG	●
32	DOUBLE TEAM	NRM	●
34	SHOCK WAVE	ELC	●
40	AERIAL ACE	FLY	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
H5	FLASH	NRM	●
EG	BATON PASS	NRM	●
EG	SILVER WIND	BUG	●
EG	GROWTH	NRM	●

#88 ODDISH

GRASS

TYPE: **GRASS-POISON** ABILITY: **CHLOROPHYLL**

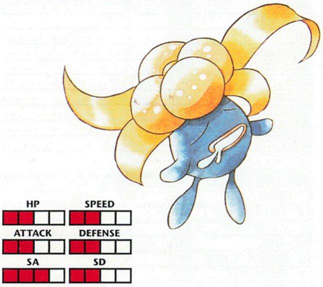


#89 GLOOM

GRASS

ODDISH: LEVEL 21

TYPE: **GRASS-POISON** ABILITY: **CHLOROPHYLL**

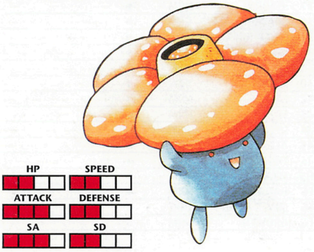


#90 VILEPLUME

GRASS

GLOOM: LEAF STONE

TYPE: **GRASS-POISON** ABILITY: **CHLOROPHYLL**

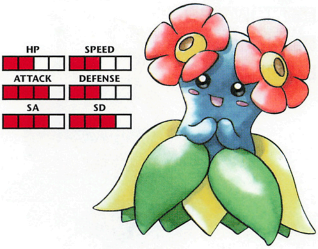


#91 BELLOSSOM

GRASS

GLOOM: SUN STONE

TYPE: **GRASS** ABILITY: **CHLOROPHYLL**



LEVEL-UP MOVES

MOVE	TYPE	#88	#89	#90	#91
ABSORB	GRS	1	1	1	1
SWEET SCENT	NRM	-	1	-	1
POISONPOWDER	PSN	-	1	-	-
AROMATHERAPY	GRS	-	-	1	-
STUN SPORE	GRS	-	-	1	1
MEGA DRAIN	GRS	-	-	1	-
MAGICAL LEAF	GRS	-	-	-	1
SWEET SCENT	NRM	7	7	-	-
POISONPOWDER	PSN	14	14	-	-
STUN SPORE	GRS	16	16	-	-
SLEEP POWDER	GRS	18	18	-	-
ACID	PSN	23	24	-	-
MOONLIGHT	NRM	32	35	-	-
PETAL DANCE	GRS	39	44	44	44
SOLARBEAM	GRS	-	-	-	55

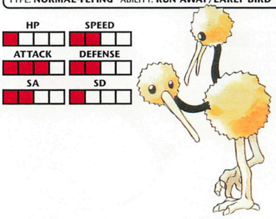
TM & HM MOVES

#	MOVE	TYPE	#88	#89	#90	#91
06	TOXIC	PSN	●	●	●	●
09	BULLET SEED	GRS	●	●	●	●
10	HIDDEN POWER	NRM	●	●	●	●
11	SUNNY DAY	FIRE	●	●	●	●
15	HYPER BEAM	NRM	-	-	●	●
17	PROTECT	NRM	●	●	●	●
19	GIGA DRAIN	GRS	●	●	●	●
20	SAFEGUARD	NRM	-	-	-	●
21	FRUSTRATION	NRM	●	●	●	●
22	SOLARBEAM	GRS	●	●	●	●
27	RETURN	NRM	●	●	●	●
32	DOUBLE TEAM	NRM	●	●	●	●
36	SLUDGE BOMB	PSN	●	●	●	●
42	FACADE	NRM	●	●	●	●
43	SECRET POWER	NRM	●	●	●	●
44	REST	PSY	●	●	●	●
45	ATTRACT	NRM	●	●	●	●
H1	CUT	NRM	●	●	●	●
H5	FLASH	NRM	●	●	●	●
EG	RAZOR LEAF	GRS	●	-	-	-
EG	FLAIL	NRM	●	-	-	-
EG	SYNTHESIS	GRS	●	-	-	-
EG	CHARM	NRM	●	-	-	-
EG	INGRAIN	GRS	●	-	-	-

#92 DODUO

FLYING

TYPE: **NORMAL-FLYING** ABILITY: **RUN AWAY/EARLY BIRD**

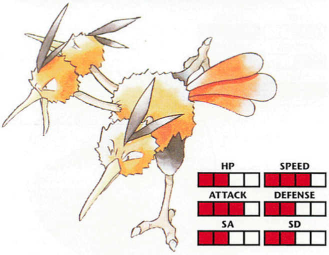


#93 DODRIO

FLYING

DODUO: LEVEL 31

TYPE: **NORMAL-FLYING** ABILITY: **RUN AWAY/EARLY BIRD**



LEVEL-UP MOVES

MOVE	TYPE	#92	#93
PECK	FLY	1	1
GROWL	NRM	1	1
PURSUIT	DRK	-	1
FURY ATTACK	NRM	-	1
PURSUIT	DRK	9	9
FURY ATTACK	NRM	13	13
TRI ATTACK	NRM	21	21
RAGE	NRM	25	25
UPROAR	NRM	33	38
DRILL PECK	FLY	37	47
AGILITY	PSY	45	60

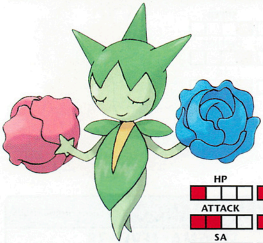
TM & HM MOVES

#	MOVE	TYPE	#92	#93
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
12	TAUNT	DRK	-	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
40	AERIAL ACE	FLY	●	●
41	TORMENT	DRK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
47	STEEL WING	STL	●	●
H2	FLY	FLY	●	●
EG	QUICK ATTACK	NRM	●	-
EG	SUPERSONIC	NRM	●	-
EG	HAZE	ICE	●	-
EG	ENDEAVOR	NRM	●	-

#94 ROSELIA

GRASS/FAIRY

TYPE: **GRASS-POISON** ABILITY: **NATURAL CURE/POISON POINT**



HP	SPEED
■□□□	■■□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■■□	■■□□

LEVEL-UP MOVES

MOVE	TYPE	#94
ABSORB	GRS	1
GROWTH	NRM	5
POISON STING	PSN	9
STUN SPORE	GRS	13
MEGA DRAIN	GRS	17
LEECH SEED	GRS	21
MAGICAL LEAF	GRS	25
GRASSWHISTLE	GRS	29
GIGA DRAIN	GRS	33
SWEET SCENT	NRM	37
INGRAIN	GRS	41
TOXIC	PSN	45
PETAL DANCE	GRS	49
AROMATHERAPY	GRS	53
SYNTHESIS	GRS	57

TM & HM MOVES

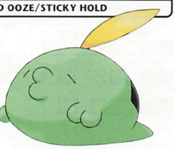
#	MOVE	TYPE	#94
06	TOXIC	PSN	●
09	BULLET SEED	GRS	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
17	PROTECT	NRM	●
19	GIGA DRAIN	GRS	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
27	RETURN	NRM	●
30	SHADOW BALL	GHO	●
32	DOUBLE TEAM	NRM	●
36	SLUDGE BOMB	PSN	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
H1	CUT	NRM	●
H5	FLASH	NRM	●
EG	SPIKES	GRD	●
EG	SYNTHESIS	GRS	●
EG	PIN MISSILE	BUG	●
EG	COTTON SPORE	GRS	●

#95 GULPIN

AMORPHOUS

TYPE: **POISON** ABILITY: **LIQUID OOZE/STICKY HOLD**

HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■□□	■■□□



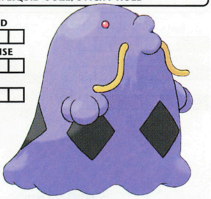
#96 SWALOT

AMORPHOUS

GULPIN: LEVEL 26

TYPE: **POISON** ABILITY: **LIQUID OOZE/STICKY HOLD**

HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■□□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#95	#96
POUND	NRM	1	1
YAWN	NRM	-	1
POISON GAS	PSN	-	1
SLUDGE	PSN	-	1
YAWN	NRM	6	6
POISON GAS	PSN	9	9
SLUDGE	PSN	14	14
AMNESIA	PSY	17	17
ENCORE	NRM	23	23
BODY SLAM	NRM	-	26
TOXIC	PSN	28	31
STOCKPILE	NRM	34	40
SPIT UP	NRM	34	40
SWALLOW	NRM	34	40
SLUDGE BOMB	PSN	39	48

TM & HM MOVES

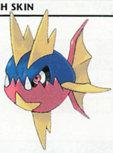
#	MOVE	TYPE	#95	#96
03	WATER PULSE	WTR	●	●
06	TOXIC	PSN	●	●
09	BULLET SEED	GRS	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
13	ICE BEAM	ICE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
19	GIGA DRAIN	GRS	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
27	RETURN	NRM	●	●
30	SHADOW BALL	GHO	●	●
32	DOUBLE TEAM	NRM	●	●
34	SHOCK WAVE	ELC	●	●
36	SLUDGE BOMB	PSN	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
49	SNATCH	DRK	●	●
H4	STRENGTH	NRM	●	●
H6	ROCK SMASH	FTG	●	●
EG	DREAM EATER	PSY	●	-
EG	ACID ARMOR	PSN	●	-
EG	SMOG	PSN	●	-

#97 CARVANHA

WATER 2

TYPE: **WATER-DARK** ABILITY: **ROUGH SKIN**

HP	SPEED
■□□□	■■□□
ATTACK	**DEFENSE**
■■■□	■□□□
SA	**SD**
■■□□	■□□□



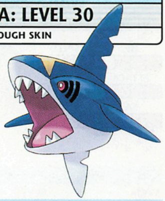
#98 SHARPEDO

WATER 2

CARVANHA: LEVEL 30

TYPE: **WATER-DARK** ABILITY: **ROUGH SKIN**

HP	SPEED
■■□□	■■■□
ATTACK	**DEFENSE**
■■■■	■□□□
SA	**SD**
■■■□	■□□□



LEVEL-UP MOVES

MOVE	TYPE	#97	#98
LEER	NRM	1	1
BITE	DRK	1	1
RAGE	NRM	-	1
FOCUS ENERGY	NRM	-	1
RAGE	NRM	7	7
FOCUS ENERGY	NRM	13	13
SCARY FACE	NRM	16	16
CRUNCH	DRK	22	22
SCREECH	NRM	28	28
TAKE DOWN	NRM	31	-
SLASH	NRM	-	33
TAUNT	DRK	-	38
SWAGGER	NRM	37	43
SKULL BASH	NRM	-	48
AGILITY	PSY	43	53

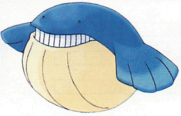
TM & HM MOVES

#	MOVE	TYPE	#97	#98
03	WATER PULSE	WTR	●	●
05	ROAR	NRM	-	●
06	TOXIC	PSN	●	●
07	HAIL	ICE	●	●
10	HIDDEN POWER	NRM	●	●
12	TAUNT	DRK	●	●
13	ICE BEAM	ICE	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
26	EARTHQUAKE	GRD	-	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
39	ROCK TOMB	RCK	-	●
41	TORMENT	DRK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
H3	SURF	WTR	●	●
H4	STRENGTH	NRM	-	●
H6	ROCK SMASH	FTG	-	●
H7	WATERFALL	WTR	●	●
H8	DIVE	WTR	●	●
EG	HYDRO PUMP	WTR	●	-
EG	DOUBLE-EDGE	NRM	●	-
EG	THRASH	NRM	●	-

#99 WAILMER FIELD/WATER 2

TYPE: **WATER** ABILITY: **WATER VEIL/OBLIVIOUS**

HP	SPEED
■■■□	■■□□
ATTACK	**DEFENSE**
■■□□	■□□□
SA	**SD**
■■□□	■□□□

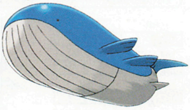


#100 WAILORD FIELD/WATER 2

WAILMER: LEVEL 40

TYPE: **WATER** ABILITY: **WATER VEIL/OBLIVIOUS**

HP	SPEED
■■■□	■■□□
ATTACK	**DEFENSE**
■■■□	■■□□
SA	**SD**
■■■□	■□□□



LEVEL-UP MOVES

MOVE	TYPE	#99	#100
SPLASH	NRM	1	1
GROWL	NRM	-	1
WATER GUN	WTR	-	1
ROLLOUT	RCK	-	1
GROWL	NRM	5	5
WATER GUN	WTR	10	10
ROLLOUT	RCK	14	14
WHIRLPOOL	WTR	19	19
ASTONISH	GHO	23	23
WATER PULSE	WTR	28	28
MIST	ICE	32	32
REST	PSY	37	37
WATER SPOUT	WTR	41	44
AMNESIA	PSY	46	52
HYDRO PUMP	WTR	50	59

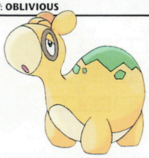
TM & HM MOVES

#	MOVE	TYPE	#99	#100
03	WATER PULSE	WTR	●	●
05	ROAR	NRM	●	●
06	TOXIC	PSN	●	●
07	HAIL	ICE	●	●
10	HIDDEN POWER	NRM	●	●
13	ICE BEAM	ICE	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
39	ROCK TOMB	RCK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H3	SURF	WTR	●	●
H4	STRENGTH	NRM	●	●
H6	ROCK SMASH	FTG	●	●
H7	WATERFALL	WTR	●	●
H8	DIVE	WTR	●	●
EG	DOUBLE-EDGE	NRM	●	-
EG	THRASH	NRM	●	-
EG	SWAGGER	NRM	●	-
EG	SNORE	NRM	●	-
EG	SLEEP TALK	NRM	●	-
EG	CURSE	?	●	-
EG	FISSURE	GRD	●	-
EG	TICKLE	NRM	●	-

#101 NUMEL FIELD

TYPE: **FIRE-GROUND** ABILITY: **OBLIVIOUS**

HP	SPEED
■■□□	■□□□
ATTACK	**DEFENSE**
■■□□	■□□□
SA	**SD**
■■□□	■□□□

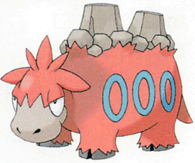


#102 CAMERUPT FIELD

NUMEL: LEVEL 33

TYPE: **FIRE-GROUND** ABILITY: **MAGMA ARMOR**

HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■■□	■■□□
SA	**SD**
■■■□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#101	#102
GROWL	NRM	1	1
TACKLE	NRM	1	1
EMBER	FIRE	-	1
MAGNITUDE	GRD	-	1
EMBER	FIRE	11	11
MAGNITUDE	GRD	19	19
FOCUS ENERGY	NRM	25	25
TAKE DOWN	NRM	29	29
AMNESIA	PSY	31	31
ROCK SLIDE	RCK	-	33
EARTHQUAKE	GRD	35	37
FLAMETHROWER	FIRE	41	-
ERUPTION	FIRE	-	45
DOUBLE-EDGE	NRM	49	-
FISSURE	GRD	-	55

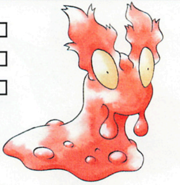
TM & HM MOVES

#	MOVE	TYPE	#101	#102
05	ROAR	NRM	-	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
21	FRUSTRATION	NRM	●	●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
35	FLAMETHROWER	FIRE	●	●
37	SANDSTORM	RCK	●	●
38	FIRE BLAST	FIRE	●	●
39	ROCK TOMB	RCK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
50	OVERHEAT	FIRE	●	●
H4	STRENGTH	NRM	●	●
H6	ROCK SMASH	FTG	●	●
EG	HOWL	NRM	●	-
EG	SCARY FACE	NRM	●	-
EG	BODY SLAM	NRM	●	-
EG	ROLLOUT	RCK	●	-
EG	DEFENSE CURL	NRM	●	-
EG	STOMP	NRM	●	-

#103 SLUGMA AMORPHOUS

TYPE: **FIRE** ABILITY: **MAGMA ARMOR/FLAME BODY**

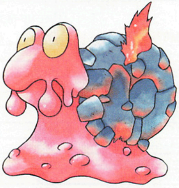
HP	SPEED
■□□□	■□□□
ATTACK	**DEFENSE**
■■□□	■□□□
SA	**SD**
■■□□	■□□□



#104 MAGCARGO AMORPHOUS

SLUGMA: LEVEL 38

TYPE: **FIRE-ROCK** ABILITY: **MAGMA ARMOR/FLAME BODY**



HP	SPEED
■□□□	■□□□
ATTACK	**DEFENSE**
■■□□	■■■□
SA	**SD**
■■■□	■■□□

LEVEL-UP MOVES

MOVE	TYPE	#103	#104
YAWN	NRM	1	1
SMOG	PSN	1	1
EMBER	FIRE	-	1
ROCK THROW	RCK	-	1
EMBER	FIRE	8	8
ROCK THROW	RCK	15	15
HARDEN	NRM	22	22
AMNESIA	PSY	29	29
FLAMETHROWER	FIRE	36	36
ROCK SLIDE	RCK	43	48
BODY SLAM	NRM	50	60

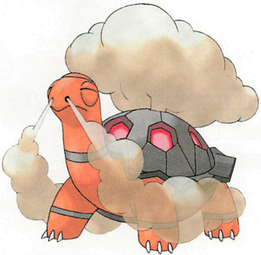
TM & HM MOVES

#	MOVE	TYPE	#103	#104
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
15	HYPER BEAM	NRM	-	●
16	LIGHT SCREEN	PSY	●	●
17	PROTECT	NRM	●	●
21	FRUSTRATION	NRM	●	●
26	EARTHQUAKE	GRD	-	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
33	REFLECT	PSY	●	●
35	FLAMETHROWER	FIRE	●	●
37	SANDSTORM	RCK	-	●
38	FIRE BLAST	FIRE	●	●
39	ROCK TOMB	RCK	-	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
50	OVERHEAT	FIRE	●	●
H4	STRENGTH	NRM	-	●
H6	ROCK SMASH	FTG	●	●
EG	ACID ARMOR	PSN	●	-

#105 TORKOAL

FIELD

TYPE: **FIRE** ABILITY: **WHITE SMOKE**



HP	SPEED
■■□□	■□□□
ATTACK	DEFENSE
■■■□	■■■□
SA	SD
■■■□	■■□□

LEVEL-UP MOVES

MOVE	TYPE	#105
EMBER	FIRE	1
SMOG	PSN	4
CURSE	?	7
SMOKESCREEN	NRM	14
FIRE SPIN	FIRE	17
BODY SLAM	NRM	20
PROTECT	NRM	27
FLAMETHROWER	FIRE	30
IRON DEFENSE	STL	33
AMNESIA	PSY	40
FLAIL	NRM	43
HEAT WAVE	FIRE	46

TM & HM MOVES

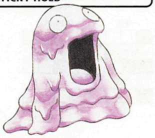
#	MOVE	TYPE	#105
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
17	PROTECT	NRM	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
27	RETURN	NRM	●
32	DOUBLE TEAM	NRM	●
35	FLAMETHROWER	FIRE	●
36	SLUDGE BOMB	PSN	●
38	FIRE BLAST	FIRE	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
50	OVERHEAT	FIRE	●
H4	STRENGTH	NRM	●
H6	ROCK SMASH	FTG	●
EG	ERUPTION	FIRE	●
EG	ENDURE	NRM	●
EG	SLEEP TALK	NRM	●
EG	YAWN	NRM	●

#106 GRIMER

AMORPHOUS

TYPE: **POISON** ABILITY: **STENCH/STICKY HOLD**

HP	SPEED
■■□□	■□□□
ATTACK	DEFENSE
■■■□	■■□□
SA	SD
■■□□	■■□□



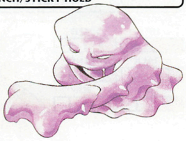
#107 MUK

AMORPHOUS

GRIMER: LEVEL 38

TYPE: **POISON** ABILITY: **STENCH/STICKY HOLD**

HP	SPEED
■■□□	■■□□
ATTACK	DEFENSE
■■■□	■■□□
SA	SD
■■□□	■■■□



LEVEL-UP MOVES

MOVE	TYPE	#106	#107
POISON GAS	PSN	1	1
POUND	NRM	1	1
HARDEN	NRM	-	1
HARDEN	NRM	4	4
DISABLE	NRM	8	8
SLUDGE	PSN	13	13
MINIMIZE	NRM	19	19
SCREECH	NRM	26	26
ACID ARMOR	PSN	34	34
SLUDGE BOMB	PSN	43	47
MEMENTO	DRK	53	61

TM & HM MOVES

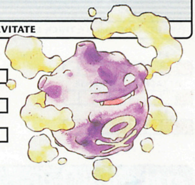
#	MOVE	TYPE	#106	#107
01	FOCUS PUNCH	FTG	-	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
12	TAUNT	DRK	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
19	GIGA DRAIN	GRS	●	●
21	FRUSTRATION	NRM	●	●
24	THUNDERBOLT	ELC	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
31	BRICK BREAK	FTG	-	●
32	DOUBLE TEAM	NRM	●	●
34	SHOCK WAVE	ELC	●	●
35	FLAMETHROWER	FIRE	●	●
36	SLUDGE BOMB	PSN	●	●
38	FIRE BLAST	FIRE	●	●
39	ROCK TOMB	RCK	●	●
41	TORMENT	DRK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
H4	STRENGTH	NRM	-	●
H6	ROCK SMASH	FTG	-	●
EG	HAZE	ICE	●	-
EG	MEAN LOOK	NRM	●	-
EG	IMPRISON	PSY	●	-
EG	CURSE	?	●	-
EG	SHADOW PUNCH	GHO	●	-
EG	EXPLOSION	NRM	●	-

#108 KOFFING

AMORPHOUS

TYPE: **POISON** ABILITY: **LEVITATE**

HP	SPEED
■□□□	■□□□
ATTACK	DEFENSE
■■□□	■■■□
SA	SD
■■□□	■□□□



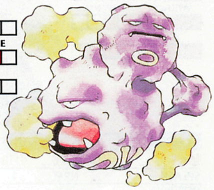
#109 WEEZING

AMORPHOUS

KOFFING: LEVEL 35

TYPE: **POISON** ABILITY: **LEVITATE**

HP	SPEED
■■□□	■■□□
ATTACK	DEFENSE
■■■□	■■■□
SA	SD
■■■□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#108	#109
POISON GAS	PSN	1	1
TACKLE	NRM	1	1
SMOG	PSN	-	1
SELFDESTRUCT	NRM	-	1
SMOG	PSN	9	9
SELFDESTRUCT	NRM	17	17
SLUDGE	PSN	21	21
SMOKESCREEN	NRM	25	25
HAZE	ICE	33	33
EXPLOSION	NRM	41	44
DESTINY BOND	GHO	45	51
MEMENTO	DRK	49	58

TM & HM MOVES

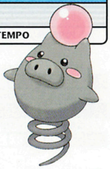
#	MOVE	TYPE	#108	#109
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
12	TAUNT	DRK	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
24	THUNDERBOLT	ELC	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
30	SHADOW BALL	GHO	●	●
32	DOUBLE TEAM	NRM	●	●
34	SHOCK WAVE	ELC	●	●
35	FLAMETHROWER	FIRE	●	●
36	SLUDGE BOMB	PSN	●	●
38	FIRE BLAST	FIRE	●	●
41	TORMENT	DRK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
H5	FLASH	NRM	●	●
EG	SCREECH	NRM	●	-
EG	PSYWAVE	PSY	●	-
EG	DESTINY BOND	GHO	●	-
EG	WILL-O-WISP	FIRE	●	-

#110 SPOINK

FIELD

TYPE: **PSYCHIC** ABILITY: **THICK FAT/OWN TEMPO**

HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■□□□	■□□□
SA	**SD**
■■□□	■■□□



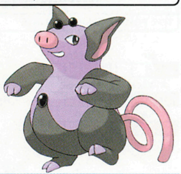
#111 GRUMPIG

FIELD

SPOINK: LEVEL 32

TYPE: **PSYCHIC** ABILITY: **THICK FAT/OWN TEMPO**

HP	SPEED
■■□□	■■■□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■■□	■■■□



LEVEL-UP MOVES

MOVE	TYPE	#110	#111
SPLASH	NRM	1	1
PSYWAVE	PSY	-	1
ODOR SLEUTH	NRM	-	1
PSYBEAM	PSY	-	1
PSYWAVE	PSY	7	7
ODOR SLEUTH	NRM	10	10
PSYBEAM	PSY	16	16
PSYCH UP	NRM	19	19
CONFUSE RAY	GHO	25	25
MAGIC COAT	PSY	28	28
PSYCHIC	PSY	34	37
REST	PSY	37	43
SNORE	NRM	37	43
BOUNCE	FLY	43	55

TM & HM MOVES

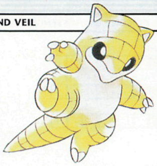
#	MOVE	TYPE	#110	#111
01	FOCUS PUNCH	FTG	-	●
04	CALM MIND	PSY	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
12	TAUNT	DRK	●	●
15	HYPER BEAM	NRM	-	●
16	LIGHT SCREEN	PSY	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
27	RETURN	NRM	●	●
29	PSYCHIC	PSY	●	●
30	SHADOW BALL	GHO	●	●
32	DOUBLE TEAM	NRM	●	●
33	REFLECT	PSY	●	●
34	SHOCK WAVE	ELC	●	●
41	TORMENT	DRK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
48	SKILL SWAP	PSY	●	●
49	SNATCH	DRK	●	●
H5	FLASH	NRM	●	●
EG	FUTURE SIGHT	PSY	●	-
EG	EXTRASENSORY	PSY	●	-
EG	SUBSTITUTE	NRM	●	-
EG	TRICK	PSY	●	-

#112 SANDSHREW

FIELD

TYPE: **GROUND** ABILITY: **SAND VEIL**

HP	SPEED
■□□□	■■□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■□□□	■□□□



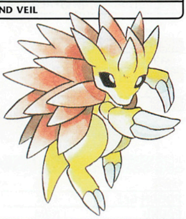
#113 SANDSLASH

FIELD

SANDSHREW: LEVEL 22

TYPE: **GROUND** ABILITY: **SAND VEIL**

HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■■□	■■■□
SA	**SD**
■■□□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#112	#113
SCRATCH	NRM	1	1
DEFENSE CURL	NRM	-	1
SAND-ATTACK	GRD	-	1
DEFENSE CURL	NRM	6	6
SAND-ATTACK	GRD	11	11
POISON STING	PSN	17	17
SLASH	NRM	23	24
SWIFT	NRM	30	33
FURY SWIPES	NRM	37	42
SAND TOMB	GRD	45	52
SANDSTORM	RCK	53	62

TM & HM MOVES

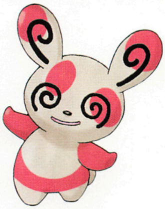
#	MOVE	TYPE	#112	#113
01	FOCUS PUNCH	FTG	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
31	BRICK BREAK	FTG	●	●
32	DOUBLE TEAM	NRM	●	●
37	SANDSTORM	RCK	●	●
39	ROCK TOMB	RCK	●	●
40	AERIAL ACE	FLY	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
H1	CUT	NRM	●	●
H4	STRENGTH	NRM	●	●
H6	ROCK SMASH	FTG	●	●
EG	FLAIL	NRM	●	-
EG	SAFEGUARD	NRM	●	-
EG	COUNTER	FTG	●	-
EG	RAPID SPIN	NRM	●	-
EG	ROCK SLIDE	RCK	●	-
EG	SWORDS DANCE	NRM	●	-
EG	CRUSH CLAW	NRM	●	-

#114 SPINDA

HUMAN-LIKE/FIELD

TYPE: **NORMAL** ABILITY: **OWN TEMPO**

HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■□□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#114
TACKLE	NRM	1
UPROAR	NRM	5
FAINT ATTACK	DRK	12
PSYBEAM	PSY	16
HYPNOSIS	PSY	23
DIZZY PUNCH	NRM	27
TEETER DANCE	NRM	34
PSYCH UP	NRM	38
DOUBLE-EDGE	NRM	45
FLAIL	NRM	49
THRASH	NRM	56

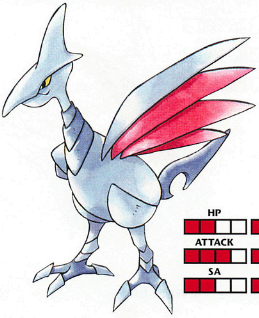
TM & HM MOVES

#	MOVE	TYPE	#114
01	FOCUS PUNCH	FTG	●
03	WATER PULSE	WTR	●
04	CALM MIND	PSY	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	SAFEGUARD	NRM	●
21	FRUSTRATION	NRM	●
27	RETURN	NRM	●
28	DIG	GRD	●
29	PSYCHIC	PSY	●
30	SHADOW BALL	GHO	●
31	BRICK BREAK	FTG	●
32	DOUBLE TEAM	NRM	●
34	SHOCK WAVE	ELC	●
39	ROCK TOMB	RCK	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
48	SKILL SWAP	PSY	●
49	SNATCH	DRK	●
H4	STRENGTH	NRM	●
H5	FLASH	NRM	●
H6	ROCK SMASH	FTG	●
EG	ENCORE	NRM	●
EG	ROCK SLIDE	RCK	●
EG	ASSIST	NRM	●
EG	DISABLE	NRM	●
EG	BATON PASS	NRM	●
EG	TRICK	PSY	●
EG	SMELLINGSALT	NRM	●

#115 SKARMORY

FLYING

TYPE: **STEEL-FLYING** ABILITY: **KEEN EYE/STURDY**



HP	SPEED
🟥🟥⬜⬜	🟥🟥⬜⬜
ATTACK	**DEFENSE**
🟥🟥🟥⬜	🟥🟥🟥⬜
SA	**SD**
🟥🟥⬜⬜	🟥🟥⬜⬜

LEVEL-UP MOVES

MOVE	TYPE	#115
LEER	NRM	1
PECK	FLY	1
SAND-ATTACK	GRD	10
SWIFT	NRM	13
AGILITY	PSY	16
FURY ATTACK	NRM	26
AIR CUTTER	FLY	29
STEEL WING	STL	32
SPIKES	GRD	42
METAL SOUND	STL	45

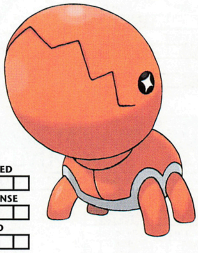
TM & HM MOVES

#	MOVE	TYPE	#115
05	ROAR	NRM	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
12	TAUNT	DRK	●
17	PROTECT	NRM	●
21	FRUSTRATION	NRM	●
27	RETURN	NRM	●
32	DOUBLE TEAM	NRM	●
37	SANDSTORM	RCK	●
40	AERIAL ACE	FLY	●
41	TORMENT	DRK	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
47	STEEL WING	STL	●
H1	CUT	NRM	●
H2	FLY	FLY	●
H6	ROCK SMASH	FTG	●
EG	DRILL PECK	FLY	●
EG	PURSUIT	DRK	●
EG	SKY ATTACK	FLY	●

#116 TRAPINCH

BUG

TYPE: **GROUND** ABILITY: **HYPER CUTTER/ARENA TRAP**



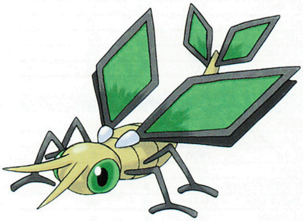
HP	SPEED
🟥⬜⬜⬜	🟥⬜⬜⬜
ATTACK	**DEFENSE**
🟥🟥🟥⬜	🟥🟥⬜⬜
SA	**SD**
🟥🟥⬜⬜	🟥⬜⬜⬜

#117 VIBRAVA

BUG

TRAPINCH: LEVEL 35

TYPE: **GROUND-DRAGON** ABILITY: **LEVITATE**



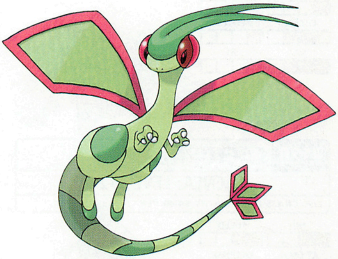
HP	SPEED
🟥⬜⬜⬜	🟥🟥⬜⬜
ATTACK	**DEFENSE**
🟥🟥⬜⬜	🟥🟥⬜⬜
SA	**SD**
🟥🟥⬜⬜	🟥🟥⬜⬜

#118 FLYGON

BUG

VIBRAVA: LEVEL 45

TYPE: **GROUND-DRAGON** ABILITY: **LEVITATE**



HP	SPEED
🟥🟥⬜⬜	🟥🟥🟥⬜
ATTACK	**DEFENSE**
🟥🟥🟥⬜	🟥🟥⬜⬜
SA	**SD**
🟥🟥🟥⬜	🟥🟥⬜⬜

LEVEL-UP MOVES

MOVE	TYPE	#116	#117	#118
BITE	DRK	1	1	1
SAND-ATTACK	GRD	-	1	1
FAINT ATTACK	DRK	-	1	1
SAND TOMB	GRD	-	1	1
SAND-ATTACK	GRD	9	9	9
FAINT ATTACK	DRK	17	17	17
SAND TOMB	GRD	25	25	25
CRUNCH	DRK	33	33	33
DRAGONBREATH	DRG	-	35	35
DIG	GRD	41	-	-
SCREECH	NRM	-	41	41
SANDSTORM	RCK	49	49	53
HYPER BEAM	NRM	57	57	65

TM & HM MOVES

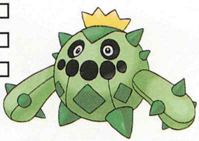
#	MOVE	TYPE	#116	#117	#118
02	DRAGON CLAW	DRG	-	-	●
06	TOXIC	PSN	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIRE	●	●	●
15	HYPER BEAM	NRM	●	●	●
17	PROTECT	NRM	●	●	●
19	GIGA DRAIN	GRS	●	●	●
21	FRUSTRATION	NRM	●	●	●
22	SOLARBEAM	GRS	●	●	●
23	IRON TAIL	STL	-	-	●
26	EARTHQUAKE	GRD	●	●	●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
35	FLAMETHROWER	FIRE	-	-	●
37	SANDSTORM	RCK	●	●	●
38	FIRE BLAST	FIRE	-	-	●
39	ROCK TOMB	RCK	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
47	STEEL WING	STL	-	●	●
H2	FLY	FLY	-	●	●
H4	STRENGTH	NRM	●	●	●
H6	ROCK SMASH	FTG	●	●	●
EG	FOCUS ENERGY	NRM	●	-	-
EG	QUICK ATTACK	NRM	●	-	-
EG	GUST	FLY	●	-	-

#119 CACNEA

GRASS/HUMAN-LIKE

TYPE: **GRASS** ABILITY: **SAND VEIL**

HP	SPEED	ATTACK	DEFENSE	SA	SD
🟥⬜⬜⬜	🟥⬜⬜⬜	🟥🟥🟥⬜	🟥⬜⬜⬜	🟥🟥🟥⬜	🟥⬜⬜⬜

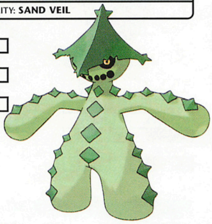


#120 CACTURNE

CACNEA: LEVEL 32

TYPE: **GRASS-DARK** ABILITY: **SAND VEIL**

HP	SPEED	ATTACK	DEFENSE	SA	SD
🟥🟥⬜⬜	🟥🟥⬜⬜	🟥🟥🟥⬜	🟥🟥⬜⬜	🟥🟥🟥🟥	🟥🟥⬜⬜



LEVEL-UP MOVES

MOVE	TYPE	#119	#120
POISON STING	PSN	1	1
LEER	NRM	1	1
ABSORB	GRS	-	1
GROWTH	NRM	-	1
ABSORB	GRS	5	5
GROWTH	NRM	9	9
LEECH SEED	GRS	13	13
SAND-ATTACK	GRD	17	17
PIN MISSILE	BUG	21	21
INGRAIN	GRS	25	25
FAINT ATTACK	DRK	29	29
SPIKES	GRD	33	35
NEEDLE ARM	GRS	37	41
COTTON SPORE	GRS	41	47
SANDSTORM	RCK	45	53

TM & HM MOVES

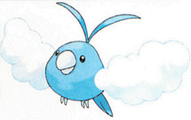
#	MOVE	TYPE	#119	#120
01	FOCUS PUNCH	FTG	●	●
06	TOXIC	PSN	●	●
09	BULLET SEED	GRS	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
19	GIGA DRAIN	GRS	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
37	SANDSTORM	RCK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H1	CUT	NRM	●	●
H4	STRENGTH	NRM	-	●
H5	FLASH	NRM	●	●
EG	GRASSWHISTLE	GRS	●	-
EG	ACID	PSN	●	-
EG	TEETER DANCE	NRM	●	-
EG	DYNAMICPUNCH	FTG	●	-
EG	COUNTER	FTG	●	-

#121 SWABLU

FLYING/DRAGON

TYPE: **NORMAL-FLYING** ABILITY: **NATURAL CURE**

HP	SPEED	ATTACK	DEFENSE	SA	SD
🟥⬜⬜⬜	🟥🟥⬜⬜	🟥🟥⬜⬜	🟥🟥⬜⬜	🟥🟥⬜⬜	🟥🟥⬜⬜



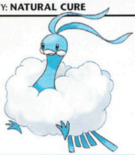
#122 ALTARIA

FLYING/DRAGON

SWABLU: LEVEL 35

TYPE: **DRAGON-FLYING** ABILITY: **NATURAL CURE**

HP	SPEED	ATTACK	DEFENSE	SA	SD
🟥🟥⬜⬜	🟥🟥🟥⬜	🟥🟥⬜⬜	🟥🟥⬜⬜	🟥🟥⬜⬜	🟥🟥🟥⬜



LEVEL-UP MOVES

MOVE	TYPE	#121	#122
PECK	FLY	1	1
GROWL	NRM	1	1
ASTONISH	GHO	-	1
SING	NRM	-	1
ASTONISH	GHO	8	8
SING	NRM	11	11
FURY ATTACK	NRM	18	18
SAFEGUARD	NRM	21	21
MIST	ICE	28	28
TAKE DOWN	NRM	31	31
DRAGONBREATH	DRG	-	35
MIRROR MOVE	FLY	38	-
DRAGON DANCE	DRG	-	40
REFRESH	NRM	41	45
PERISH SONG	NRM	48	54
SKY ATTACK	FLY	-	59

TM & HM MOVES

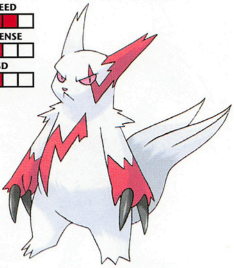
#	MOVE	TYPE	#121	#122
02	DRAGON CLAW	DRG	-	●
05	ROAR	NRM	-	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
13	ICE BEAM	ICE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	SAFEGUARD	NRM	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
23	IRON TAIL	STL	-	●
26	EARTHQUAKE	GRD	-	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
35	FLAMETHROWER	FIRE	-	●
38	FIRE BLAST	FIRE	-	●
40	AERIAL ACE	FLY	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
47	STEEL WING	STL	●	●
H2	FLY	FLY	●	●
H6	ROCK SMASH	FTG	-	●
EG	AGILITY	PSY	●	-
EG	HAZE	ICE	●	-
EG	PURSUIT	DRK	●	-
EG	RAGE	NRM	●	-

#123 ZANGOOSE

FIELD

TYPE: **NORMAL** ABILITY: **IMMUNITY**

HP	SPEED	ATTACK	DEFENSE	SA	SD
🟥🟥⬜⬜	🟥🟥🟥⬜	🟥🟥🟥⬜	🟥🟥⬜⬜	🟥🟥⬜⬜	🟥🟥⬜⬜



LEVEL-UP MOVES

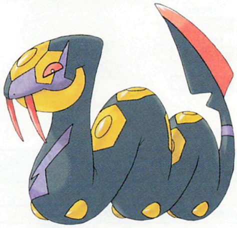
MOVE	TYPE	#123
SCRATCH	NRM	1
LEER	NRM	4
QUICK ATTACK	NRM	7
SWORDS DANCE	NRM	10
FURY CUTTER	BUG	13
SLASH	NRM	19
PURSUIT	DRK	25
CRUSH CLAW	NRM	31
TAUNT	DRK	37
DETECT	FTG	46
FALSE SWIPE	NRM	55

TM & HM MOVES

#	MOVE	TYPE	#123
01	FOCUS PUNCH	FTG	●
03	WATER PULSE	WTR	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
12	TAUNT	DRK	●
13	ICE BEAM	ICE	●
14	BLIZZARD	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
19	GIGA DRAIN	GRS	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
23	IRON TAIL	STL	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
27	RETURN	NRM	●
28	DIG	GRD	●
30	SHADOW BALL	GHO	●
31	BRICK BREAK	FTG	●
32	DOUBLE TEAM	NRM	●
34	SHOCK WAVE	ELC	●
35	FLAMETHROWER	FIRE	●
38	FIRE BLAST	FIRE	●
40	AERIAL ACE	FLY	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
H4	STRENGTH	NRM	●
H6	ROCK SMASH	FTG	●
EG	FLAIL	NRM	●
EG	DOUBLE KICK	FTG	●
EG	RAZOR WIND	NRM	●
EG	COUNTER	FTG	●
EG	ROAR	NRM	●
EG	CURSE	?	●

#124 SEVIPER
DRAGON/FIELD

TYPE: **POISON** ABILITY: **SHED SKIN**



HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■■□	■■□□
SA	**SD**
■■■□	■■□□

LEVEL-UP MOVES

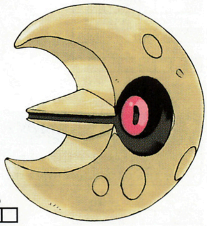
MOVE	TYPE	#124
WRAP	NRM	1
LICK	GHO	7
BITE	DRK	10
POISON TAIL	PSN	16
SCREECH	NRM	19
GLARE	NRM	25
CRUNCH	DRK	28
POISON FANG	PSN	34
SWAGGER	NRM	37
HAZE	ICE	43

TM & HM MOVES

#	MOVE	TYPE	#124
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
12	TAUNT	DRK	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
19	GIGA DRAIN	GRS	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
28	DIG	GRD	●
32	DOUBLE TEAM	NRM	●
35	FLAMETHROWER	FIRE	●
36	SLUDGE BOMB	PSN	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
49	SNATCH	DRK	●
H4	STRENGTH	NRM	●
H6	ROCK SMASH	FTG	●
EG	STOCKPILE	NRM	●
EG	SWALLOW	NRM	●
EG	SPIT UP	NRM	●
EG	BODY SLAM	NRM	●

#125 LUNATONE
NONE

TYPE: **ROCK-PSYCHIC** ABILITY: **LEVITATE**



HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■■□	■■□□

LEVEL-UP MOVES

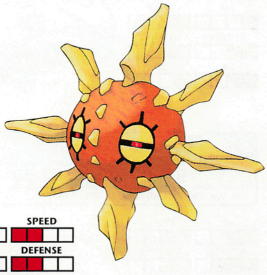
MOVE	TYPE	#125
TACKLE	NRM	1
HARDEN	NRM	1
CONFUSION	PSY	7
ROCK THROW	RCK	13
HYPNOSIS	PSY	19
PSYWAVE	PSY	25
COSMIC POWER	PSY	31
PSYCHIC	PSY	37
FUTURE SIGHT	PSY	43
EXPLOSION	NRM	49

TM & HM MOVES

#	MOVE	TYPE	#125
04	CALM MIND	PSY	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
13	ICE BEAM	ICE	●
15	HYPER BEAM	NRM	●
16	LIGHT SCREEN	PSY	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	SAFEGUARD	NRM	●
21	FRUSTRATION	NRM	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
29	PSYCHIC	PSY	●
30	SHADOW BALL	GHO	●
32	DOUBLE TEAM	NRM	●
33	REFLECT	PSY	●
37	SANDSTORM	RCK	●
39	ROCK TOMB	RCK	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
48	SKILL SWAP	PSY	●
H5	FLASH	NRM	●

#126 SOLROCK
NONE

TYPE: **ROCK-PSYCHIC** ABILITY: **LEVITATE**



HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■■□	■■□□
SA	**SD**
■■□□	■■□□

LEVEL-UP MOVES

MOVE	TYPE	#126
TACKLE	NRM	1
HARDEN	NRM	1
CONFUSION	PSY	7
ROCK THROW	RCK	13
FIRE SPIN	FIRE	19
PSYWAVE	PSY	25
COSMIC POWER	PSY	31
ROCK SLIDE	RCK	37
SOLARBEAM	GRS	43
EXPLOSION	NRM	49

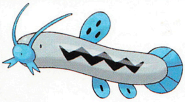
TM & HM MOVES

#	MOVE	TYPE	#126
04	CALM MIND	PSY	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
15	HYPER BEAM	NRM	●
16	LIGHT SCREEN	PSY	●
17	PROTECT	NRM	●
20	SAFEGUARD	NRM	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
29	PSYCHIC	PSY	●
30	SHADOW BALL	GHO	●
32	DOUBLE TEAM	NRM	●
33	REFLECT	PSY	●
35	FLAMETHROWER	FIRE	●
37	SANDSTORM	RCK	●
38	FIRE BLAST	FIRE	●
39	ROCK TOMB	RCK	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
48	SKILL SWAP	PSY	●
50	OVERHEAT	FIRE	●
H5	FLASH	NRM	●

#127 BARBOACH
WATER 2

TYPE: **WATER-GROUND** ABILITY: **OBLIVIOUS**

HP	SPEED
■□□□	■■□□
ATTACK	DEFENSE
■■□□	■■□□
SA	SD
■■□□	■□□□

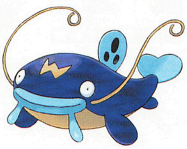


#128 WHISCASH
WATER 2

BARBOACH: LEVEL 30

TYPE: **WATER-GROUND** ABILITY: **OBLIVIOUS**

HP	SPEED
■■□□	■■□□
ATTACK	DEFENSE
■■■□	■■□□
SA	SD
■■■□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#127	#128
TICKLE	NRM	-	1
MUD-SLAP	GRD	1	1
MUD SPORT	GRD	-	1
WATER SPORT	WTR	-	1
MUD SPORT	GRD	6	6
WATER SPORT	WTR	6	6
WATER GUN	WTR	11	11
MAGNITUDE	GRD	16	16
AMNESIA	PSY	21	21
REST	PSY	26	26
SNORE	NRM	26	26
EARTHQUAKE	GRD	31	36
FUTURE SIGHT	PSY	36	46
FISSURE	GRD	41	56

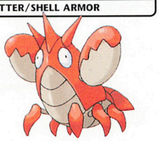
TM & HM MOVES

#	MOVE	TYPE	#127	#128
03	WATER PULSE	WTR	●	●
06	TOXIC	PSN	●	●
07	HAIL	ICE	●	●
10	HIDDEN POWER	NRM	●	●
13	ICE BEAM	ICE	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
37	SANDSTORM	RCK	●	●
39	ROCK TOMB	RCK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H3	SURF	WTR	●	●
H4	STRENGTH	NRM	-	●
H6	ROCK SMASH	FTG	-	●
H7	WATERFALL	WTR	●	●
H8	DIVE	WTR	●	●
EG	THRASH	NRM	●	-
EG	WHIRLPOOL	WTR	●	-
EG	SPARK	ELC	●	-

#129 CORPHISH
WATER 1/WATER 3

TYPE: **WATER** ABILITY: **HYPER CUTTER/SHELL ARMOR**

HP	SPEED
■□□□	■□□□
ATTACK	DEFENSE
■■■□	■■□□
SA	SD
■■□□	■□□□

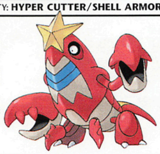


#130 CRAWDAUNT
WATER 1/WATER 3

CORPHISH: LEVEL 30

TYPE: **WATER-DARK** ABILITY: **HYPER CUTTER/SHELL ARMOR**

HP	SPEED
■■□□	■■□□
ATTACK	DEFENSE
■■■■	■■□□
SA	SD
■■■□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#129	#130
BUBBLE	WTR	1	1
HARDEN	NRM	-	1
VICEGRIP	NRM	-	1
LEER	NRM	-	1
HARDEN	NRM	7	7
VICEGRIP	NRM	10	10
LEER	NRM	13	13
BUBBLEBEAM	WTR	20	20
PROTECT	NRM	23	23
KNOCK OFF	DRK	26	26
TAUNT	DRK	32	34
CRABHAMMER	WTR	35	39
SWORDS DANCE	NRM	38	44
GUILLOTINE	NRM	44	52

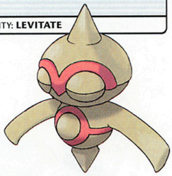
TM & HM MOVES

#	MOVE	TYPE	#129	#130
03	WATER PULSE	WTR	●	●
06	TOXIC	PSN	●	●
07	HAIL	ICE	●	●
10	HIDDEN POWER	NRM	●	●
12	TAUNT	DRK	●	●
13	ICE BEAM	ICE	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
31	BRICK BREAK	FTG	●	●
32	DOUBLE TEAM	NRM	●	●
36	SLUDGE BOMB	PSN	●	●
39	ROCK TOMB	RCK	●	●
40	AERIAL ACE	FLY	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H1	CUT	NRM	●	●
H3	SURF	WTR	●	●
H4	STRENGTH	NRM	●	●
H6	ROCK SMASH	FTG	●	●
H7	WATERFALL	WTR	●	●
H8	DIVE	WTR	-	●
EG	MUD SPORT	GRD	●	-
EG	ENDEAVOR	NRM	●	-
EG	BODY SLAM	NRM	●	-
EG	ANCIENTPOWER	RCK	●	-

#131 BALTOY
NONE

TYPE: **GROUND-PSYCHIC** ABILITY: **LEVITATE**

HP	SPEED
■□□□	■■□□
ATTACK	DEFENSE
■■□□	■■□□
SA	SD
■■□□	■■□□

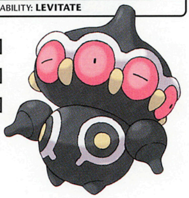


#132 CLAYDOL
NONE

BALTOY: LEVEL 36

TYPE: **GROUND-PSYCHIC** ABILITY: **LEVITATE**

HP	SPEED
■■□□	■■□□
ATTACK	DEFENSE
■■□□	■■■□
SA	SD
■■□□	■■■□



LEVEL-UP MOVES

MOVE	TYPE	#131	#132
TELEPORT	PSY	-	1
CONFUSION	PSY	1	1
HARDEN	NRM	-	1
RAPID SPIN	NRM	-	1
HARDEN	NRM	3	3
RAPID SPIN	NRM	5	5
MUD-SLAP	GRD	7	7
PSYBEAM	PSY	11	11
ROCK TOMB	RCK	15	15
SELFDESTRUCT	NRM	19	19
ANCIENTPOWER	RCK	25	25
SANDSTORM	RCK	31	31
HYPER BEAM	NRM	-	36
COSMIC POWER	PSY	37	42
EXPLOSION	NRM	45	55

TM & HM MOVES

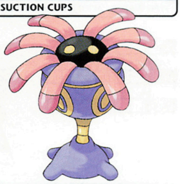
#	MOVE	TYPE	#131	#132
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
13	ICE BEAM	ICE	●	●
15	HYPER BEAM	NRM	-	●
16	LIGHT SCREEN	PSY	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
29	PSYCHIC	PSY	●	●
30	SHADOW BALL	GHO	●	●
32	DOUBLE TEAM	NRM	●	●
33	REFLECT	PSY	●	●
37	SANDSTORM	RCK	●	●
39	ROCK TOMB	RCK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
48	SKILL SWAP	PSY	●	●
H4	STRENGTH	NRM	-	●
H5	FLASH	NRM	●	●
H6	ROCK SMASH	FTG	-	●

#133 LILEEP

WATER 3

TYPE: **ROCK-GRASS** ABILITY: **SUCTION CUPS**

HP	SPEED
🟥🟥☐☐	🟥☐☐☐
ATTACK	DEFENSE
🟥🟥☐☐	🟥🟥☐☐
SA	SD
🟥🟥☐☐	🟥🟥☐☐



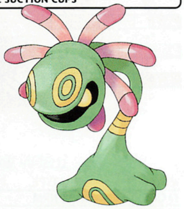
#134 CRADILY

WATER 3

LILEEP: LEVEL 40

TYPE: **ROCK-GRASS** ABILITY: **SUCTION CUPS**

HP	SPEED
🟥🟥☐☐	🟥🟥☐☐
ATTACK	DEFENSE
🟥🟥🟥☐	🟥🟥🟥☐
SA	SD
🟥🟥🟥☐	🟥🟥🟥☐



LEVEL-UP MOVES

MOVE	TYPE	#133	#134
ASTONISH	GHO	1	1
CONSTRICT	NRM	-	1
ACID	PSN	-	1
INGRAIN	GRS	-	1
CONSTRICT	NRM	8	8
ACID	PSN	15	15
INGRAIN	GRS	22	22
CONFUSE RAY	GHO	29	29
AMNESIA	PSY	36	36
ANCIENTPOWER	RCK	43	48
STOCKPILE	NRM	50	60
SPIT UP	NRM	50	60
SWALLOW	NRM	50	60

TM & HM MOVES

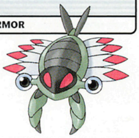
#	MOVE	TYPE	#133	#134
06	TOXIC	PSN	●	●
09	BULLET SEED	GRS	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
19	GIGA DRAIN	GRS	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
26	EARTHQUAKE	GRD	-	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
36	SLUDGE BOMB	PSN	●	●
37	SANDSTORM	RCK	●	●
39	ROCK TOMB	RCK	-	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H4	STRENGTH	NRM	-	●
H6	ROCK SMASH	FTG	-	●
EG	BARRIER	PSY	●	-
EG	RECOVER	NRM	●	-
EG	MIRROR COAT	PSY	●	-
EG	ROCK SLIDE	RCK	●	-

#135 ANORITH

WATER 3

TYPE: **ROCK-BUG** ABILITY: **BATTLE ARMOR**

HP	SPEED
🟥☐☐☐	🟥🟥☐☐
ATTACK	DEFENSE
🟥🟥🟥☐	🟥🟥☐☐
SA	SD
🟥🟥☐☐	🟥🟥☐☐



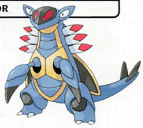
#136 ARMALDO

WATER 3

ANORITH: LEVEL 40

TYPE: **ROCK-BUG** ABILITY: **BATTLE ARMOR**

HP	SPEED
🟥🟥☐☐	🟥🟥☐☐
ATTACK	DEFENSE
🟥🟥🟥🟥	🟥🟥🟥☐
SA	SD
🟥🟥☐☐	🟥🟥☐☐

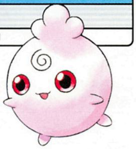


#137 IGGLYBUFF

NONE

TYPE: **NORMAL** ABILITY: **CUTE CHARM**

HP	SPEED
🟥🟥☐☐	🟥☐☐☐
ATTACK	DEFENSE
🟥☐☐☐	🟥☐☐☐
SA	SD
🟥🟥☐☐	🟥☐☐☐



LEVEL-UP MOVES

MOVE	TYPE	#135	#136
SCRATCH	NRM	1	1
HARDEN	NRM	-	1
MUD SPORT	GRD	-	1
WATER GUN	WTR	-	1
HARDEN	NRM	7	7
MUD SPORT	GRD	13	13
WATER GUN	WTR	19	19
METAL CLAW	STL	25	25
PROTECT	NRM	31	31
ANCIENTPOWER	RCK	37	37
FURY CUTTER	BUG	43	46
SLASH	NRM	49	55
ROCK BLAST	RCK	55	64

TM & HM MOVES

#	MOVE	TYPE	#135	#136
03	WATER PULSE	WTR	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	-	●
26	EARTHQUAKE	GRD	-	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
31	BRICK BREAK	FTG	●	●
32	DOUBLE TEAM	NRM	●	●
37	SANDSTORM	RCK	●	●
39	ROCK TOMB	RCK	●	●
40	AERIAL ACE	FLY	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H1	CUT	NRM	●	●
H4	STRENGTH	NRM	-	●
H6	ROCK SMASH	FTG	●	●
EG	KNOCK OFF	DRK	●	-
EG	SWORDS DANCE	NRM	●	-
EG	ROCK SLIDE	RCK	●	-

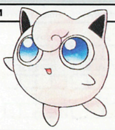
#138 JIGGLYPUFF

FAIRY

IGGLYBUFF: FRIENDLY EVOLUTION

TYPE: **NORMAL** ABILITY: **CUTE CHARM**

HP	SPEED
🟥🟥🟥☐	🟥☐☐☐
ATTACK	DEFENSE
🟥🟥☐☐	🟥☐☐☐
SA	SD
🟥🟥☐☐	🟥☐☐☐



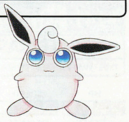
#139 WIGGLYTUFF

FAIRY

JIGGLYPUFF: MOON STONE

TYPE: **NORMAL** ABILITY: **CUTE CHARM**

HP	SPEED
🟥🟥🟥☐	🟥🟥☐☐
ATTACK	DEFENSE
🟥🟥☐☐	🟥🟥☐☐
SA	SD
🟥🟥🟥☐	🟥🟥☐☐



LEVEL-UP MOVES

MOVE	TYPE	#137	#138	#139
CHARM	NRM	1	-	-
SING	NRM	1	1	1
DISABLE	NRM	-	-	1
DEFENSE CURL	NRM	-	-	1
DOUBLESLAP	NRM	-	-	1
DEFENSE CURL	NRM	4	4	-
POUND	NRM	9	9	-
SWEET KISS	NRM	14	-	-
DISABLE	NRM	-	14	-
ROLLOUT	RCK	-	19	-
DOUBLESLAP	NRM	-	24	-
REST	PSY	-	29	-
BODY SLAM	NRM	-	34	-
MIMIC	NRM	-	39	-
HYPER VOICE	NRM	-	44	-
DOUBLE-EDGE	NRM	-	49	-

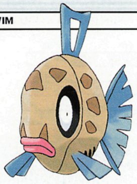
TM & HM MOVES

#	MOVE	TYPE	#137	#138	#139
01	FOCUS PUNCH	FTG	-	●	●
03	WATER PULSE	WTR	●	●	●
06	TOXIC	PSN	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIRE	●	●	●
13	ICE BEAM	ICE	-	●	●
14	BLIZZARD	ICE	-	●	●
15	HYPER BEAM	NRM	-	-	●
16	LIGHT SCREEN	PSY	●	●	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
20	SAFEGUARD	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
22	SOLARBEAM	GRS	●	●	●
24	THUNDERBOLT	ELC	-	●	●
25	THUNDER	ELC	-	●	●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
29	PSYCHIC	PSY	●	●	●
30	SHADOW BALL	GHO	●	●	●
31	BRICK BREAK	FTG	-	●	●
32	DOUBLE TEAM	NRM	●	●	●
33	REFLECT	PSY	●	●	●
34	SHOCK WAVE	ELC	●	●	●
35	FLAMETHROWER	FIRE	●	●	●
38	FIRE BLAST	FIRE	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
49	SNATCH	DRK	-	●	●
H4	STRENGTH	NRM	-	●	●
H5	FLASH	NRM	●	●	●
EG	FAINT ATTACK	DRK	●	-	-
EG	FAKE TEARS	DRK	●	-	-

#140 FEEBAS
DRAGON/WATER 1

TYPE: **WATER** ABILITY: **SWIFT SWIM**

HP	SPEED
■□□□	■■■□
ATTACK	**DEFENSE**
■□□□	■□□□
SA	**SD**
■□□□	■■□□

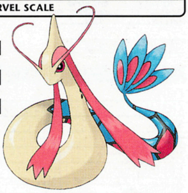


#141 MILOTIC
DRAGON/WATER 1

FEEBAS: HIGH BEAUTY

TYPE: **WATER** ABILITY: **MARVEL SCALE**

HP	SPEED
■■□□	■■■□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■■□	■■■□



LEVEL-UP MOVES

MOVE	TYPE	#140	#141
SPLASH	NRM	1	-
WATER GUN	WTR	-	1
WRAP	NRM	-	5
WATER SPORT	WTR	-	10
TACKLE	NRM	15	-
REFRESH	NRM	-	15
WATER PULSE	WTR	-	20
TWISTER	DRG	-	25
FLAIL	NRM	30	-
RECOVER	NRM	-	30
RAIN DANCE	WTR	-	35
HYDRO PUMP	WTR	-	40
ATTRACT	NRM	-	45
SAFEGUARD	NRM	-	50

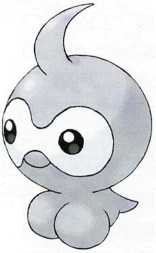
TM & HM MOVES

#	MOVE	TYPE	#140	#141
03	WATER PULSE	WTR	●	●
06	TOXIC	PSN	●	●
07	HAIL	ICE	●	●
10	HIDDEN POWER	NRM	●	●
13	ICE BEAM	ICE	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	SAFEGUARD	NRM	-	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	-	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H3	SURF	WTR	●	●
H7	WATERFALL	WTR	●	●
H8	DIVE	WTR	●	●
EG	MIRROR COAT	PSY	●	-
EG	DRAGONBREATH	DRG	●	-
EG	MUD SPORT	GRD	●	-
EG	HYPNOSIS	PSY	●	-
EG	LIGHT SCREEN	PSY	●	-
EG	CONFUSE RAY	GHO	●	-

#142 CASTFORM
FAIRY/AMORPHOUS

TYPE: **NORMAL** ABILITY: **FORECAST**

HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■□□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#142
TACKLE	NRM	1
WATER GUN	WTR	10
EMBER	FIRE	10
POWDER SNOW	ICE	10
RAIN DANCE	WTR	20
SUNNY DAY	FIRE	20
HAIL	ICE	20
WEATHER BALL	NRM	30

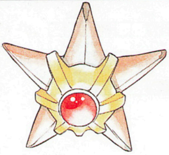
TM & HM MOVES

#	MOVE	TYPE	#142
03	WATER PULSE	WTR	●
06	TOXIC	PSN	●
07	HAIL	ICE	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
13	ICE BEAM	ICE	●
14	BLIZZARD	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
27	RETURN	NRM	●
30	SHADOW BALL	GHO	●
32	DOUBLE TEAM	NRM	●
34	SHOCK WAVE	ELC	●
35	FLAMETHROWER	FIRE	●
37	SANDSTORM	RCK	●
38	FIRE BLAST	FIRE	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
H5	FLASH	NRM	●
EG	FUTURE SIGHT	PSY	●
EG	PSYCH UP	NRM	●

#143 STARYU
NONE

TYPE: **WATER** ABILITY: **ILLUMINATE/NATURAL CURE**

HP	SPEED
■□□□	■■■□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■□□	■■□□

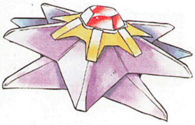


#144 STARMIE
NONE

STARYU: WATER STONE

TYPE: **WATER-PSYCHIC** ABILITY: **ILLUMINATE/NATURAL CURE**

HP	SPEED
■■□□	■■■□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■■□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#143	#144
TACKLE	NRM	1	-
HARDEN	NRM	1	-
WATER GUN	WTR	-	1
RAPID SPIN	NRM	-	1
RECOVER	NRM	-	1
SWIFT	NRM	-	1
WATER GUN	WTR	6	-
RAPID SPIN	NRM	10	-
RECOVER	NRM	15	-
CAMOUFLAGE	NRM	19	-
SWIFT	NRM	24	-
BUBBLEBEAM	WTR	28	-
MINIMIZE	NRM	33	-
CONFUSE RAY	GHO	-	33
LIGHT SCREEN	PSY	37	-
COSMIC POWER	PSY	42	-
HYDRO PUMP	WTR	46	-

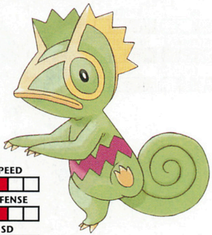
TM & HM MOVES

#	MOVE	TYPE	#143	#144
03	WATER PULSE	WTR	●	●
06	TOXIC	PSN	●	●
07	HAIL	ICE	●	●
10	HIDDEN POWER	NRM	●	●
13	ICE BEAM	ICE	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	-	●
16	LIGHT SCREEN	PSY	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
24	THUNDERBOLT	ELC	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
29	PSYCHIC	PSY	●	●
32	DOUBLE TEAM	NRM	●	●
33	REFLECT	PSY	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
48	SKILL SWAP	PSY	-	●
H3	SURF	WTR	●	●
H5	FLASH	NRM	●	●
H7	WATERFALL	WTR	●	●
H8	DIVE	WTR	●	●

#145 KECLEON

FIELD

TYPE: **NORMAL** ABILITY: **COLOR CHANGE**



HP 🟥🟥⬜⬜ SPEED 🟥🟥⬜⬜

ATTACK 🟥🟥🟥⬜ DEFENSE 🟥🟥⬜⬜

SA 🟥🟥⬜⬜ SD 🟥🟥🟥⬜

LEVEL-UP MOVES

MOVE	TYPE	#145
THIEF	DRK	1
TAIL WHIP	NRM	1
ASTONISH	GHO	1
LICK	GHO	1
SCRATCH	NRM	1
BIND	NRM	4
FAINT ATTACK	DRK	7
FURY SWIPES	NRM	12
PSYBEAM	PSY	17
SCREECH	NRM	24
SLASH	NRM	31
SUBSTITUTE	NRM	40
ANCIENTPOWER	RCK	49

TM & HM MOVES

#	MOVE	TYPE	#145
01	FOCUS PUNCH	FTG	●
03	WATER PULSE	WTR	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
13	ICE BEAM	ICE	●
14	BLIZZARD	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
23	IRON TAIL	STL	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
27	RETURN	NRM	●
28	DIG	GRD	●
30	SHADOW BALL	GHO	●
31	BRICK BREAK	FTG	●
32	DOUBLE TEAM	NRM	●
34	SHOCK WAVE	ELC	●
35	FLAMETHROWER	FIRE	●
38	FIRE BLAST	FIRE	●
39	ROCK TOMB	RCK	●
40	AERIAL ACE	FLY	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
48	SKILL SWAP	PSY	●
49	SNATCH	DRK	●
H1	CUT	NRM	●
H4	STRENGTH	NRM	●
H5	FLASH	NRM	●
H6	ROCK SMASH	FTG	●
EG	DISABLE	NRM	●
EG	MAGIC COAT	PSY	●
EG	TRICK	PSY	●

#146 SHUPPET

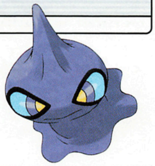
AMORPHOUS

TYPE: **GHOST** ABILITY: **INSOMNIA**

HP 🟥⬜⬜⬜ SPEED 🟥🟥⬜⬜

ATTACK 🟥🟥⬜⬜ DEFENSE 🟥⬜⬜⬜

SA 🟥🟥⬜⬜ SD 🟥⬜⬜⬜



#147 BANETTE

AMORPHOUS

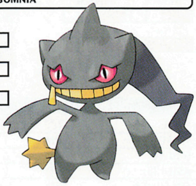
SHUPPET: LEVEL 37

TYPE: **GHOST** ABILITY: **INSOMNIA**

HP 🟥🟥⬜⬜ SPEED 🟥🟥⬜⬜

ATTACK 🟥🟥🟥⬜ DEFENSE 🟥🟥⬜⬜

SA 🟥🟥🟥⬜ SD 🟥🟥⬜⬜



LEVEL-UP MOVES

MOVE	TYPE	#146	#147
KNOCK OFF	DRK	1	1
SCREECH	NRM	-	1
NIGHT SHADE	GHO	-	1
CURSE	?	-	1
SCREECH	NRM	8	8
NIGHT SHADE	GHO	13	13
CURSE	?	20	20
SPITE	GHO	25	25
WILL-O-WISP	FIRE	32	32
FAINT ATTACK	DRK	37	39
SHADOW BALL	GHO	44	48
SNATCH	DRK	49	55
GRUDGE	GHO	56	64

TM & HM MOVES

#	MOVE	TYPE	#146	#147
04	CALM MIND	PSY	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
12	TAUNT	DRK	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
24	THUNDERBOLT	ELC	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
29	PSYCHIC	PSY	●	●
30	SHADOW BALL	GHO	●	●
32	DOUBLE TEAM	NRM	●	●
34	SHOCK WAVE	ELC	●	●
41	TORMENT	DRK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
48	SKILL SWAP	PSY	●	●
49	SNATCH	DRK	●	●
H5	FLASH	NRM	●	●
EG	DISABLE	NRM	●	-
EG	DESTINY BOND	GHO	●	-
EG	FORESIGHT	NRM	●	-
EG	ASTONISH	GHO	●	-
EG	IMPRISON	PSY	●	-

#148 DUSKULL

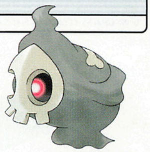
AMORPHOUS

TYPE: **GHOST** ABILITY: **LEVITATE**

HP 🟥⬜⬜⬜ SPEED 🟥⬜⬜⬜

ATTACK 🟥🟥⬜⬜ DEFENSE 🟥🟥⬜⬜

SA 🟥⬜⬜⬜ SD 🟥🟥⬜⬜



#149 DUSCLOPS

AMORPHOUS

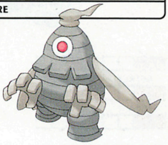
DUSKULL: LEVEL 37

TYPE: **GHOST** ABILITY: **PRESSURE**

HP 🟥⬜⬜⬜ SPEED 🟥⬜⬜⬜

ATTACK 🟥🟥⬜⬜ DEFENSE 🟥🟥🟥⬜

SA 🟥🟥⬜⬜ SD 🟥🟥🟥⬜



LEVEL-UP MOVES

MOVE	TYPE	#148	#149
BIND	NRM	-	1
LEER	NRM	1	1
NIGHT SHADE	GHO	1	1
DISABLE	NRM	-	1
DISABLE	NRM	5	5
FORESIGHT	NRM	12	12
ASTONISH	GHO	16	16
CONFUSE RAY	GHO	23	23
PURSUIT	DRK	27	27
CURSE	?	34	34
SHADOW PUNCH	GHO	-	37
WILL-O-WISP	FIRE	38	41
MEAN LOOK	NRM	45	51
FUTURE SIGHT	PSY	49	58

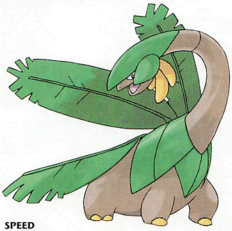
TM & HM MOVES

#	MOVE	TYPE	#148	#149
01	FOCUS PUNCH	FTG	-	●
04	CALM MIND	PSY	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
12	TAUNT	DRK	●	●
13	ICE BEAM	ICE	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
26	EARTHQUAKE	GRD	-	●
27	RETURN	NRM	●	●
29	PSYCHIC	PSY	●	●
30	SHADOW BALL	GHO	●	●
32	DOUBLE TEAM	NRM	●	●
39	ROCK TOMB	RCK	-	●
41	TORMENT	DRK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
48	SKILL SWAP	PSY	●	●
49	SNATCH	DRK	●	●
H4	STRENGTH	NRM	-	●
H5	FLASH	NRM	●	●
H6	ROCK SMASH	FTG	-	●
EG	IMPRISON	PSY	●	-
EG	DESTINY BOND	GHO	●	-
EG	GRUDGE	GHO	●	-
EG	MEMENTO	DRK	●	-
EG	FAINT ATTACK	DRK	●	-

#150 TROPIUS

GRASS/MONSTER

TYPE: **GRASS-FLYING** ABILITY: **CHLOROPHYLL**



HP	SPEED
🟥🟥⬜⬜	🟥🟥⬜⬜
ATTACK	DEFENSE
🟥🟥⬜⬜	🟥🟥⬜⬜
SA	SD
🟥🟥⬜⬜	🟥🟥⬜⬜

LEVEL-UP MOVES

MOVE	TYPE	#150
LEER	NRM	1
GUST	FLY	1
GROWTH	NRM	7
RAZOR LEAF	GRS	11
STOMP	NRM	17
SWEET SCENT	NRM	21
WHIRLWIND	NRM	27
MAGICAL LEAF	GRS	31
BODY SLAM	NRM	37
SOLARBEAM	GRS	41
SYNTHESIS	GRS	47

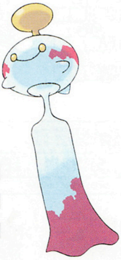
TM & HM MOVES

#	MOVE	TYPE	#150
05	ROAR	NRM	●
06	TOXIC	PSN	●
09	BULLET SEED	GRS	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
19	GIGA DRAIN	GRS	●
20	SAFEGUARD	NRM	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
32	DOUBLE TEAM	NRM	●
40	AERIAL ACE	FLY	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
47	STEEL WING	STL	●
H1	CUT	NRM	●
H2	FLY	FLY	●
H4	STRENGTH	NRM	●
H5	FLASH	NRM	●
H6	ROCK SMASH	FTG	●
EG	HEADBUTT	NRM	●
EG	SLAM	NRM	●
EG	RAZOR WIND	NRM	●
EG	LEECH SEED	GRS	●
EG	NATURE POWER	NRM	●

#151 CHIMECHO

AMORPHOUS

TYPE: **PSYCHIC** ABILITY: **LEVITATE**



HP	SPEED
🟥🟥⬜⬜	🟥🟥⬜⬜
ATTACK	DEFENSE
🟥🟥⬜⬜	🟥🟥⬜⬜
SA	SD
🟥🟥🟥⬜	🟥🟥⬜⬜

LEVEL-UP MOVES

MOVE	TYPE	#151
WRAP	NRM	1
GROWL	NRM	6
ASTONISH	GHO	9
CONFUSION	PSY	14
TAKE DOWN	NRM	17
UPROAR	NRM	22
YAWN	NRM	25
PSYWAVE	PSY	30
DOUBLE-EDGE	NRM	33
HEAL BELL	NRM	38
SAFEGUARD	NRM	41
PSYCHIC	PSY	46

TM & HM MOVES

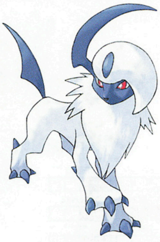
#	MOVE	TYPE	#151
04	CALM MIND	PSY	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
12	TAUNT	DRK	●
16	LIGHT SCREEN	PSY	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	SAFEGUARD	NRM	●
21	FRUSTRATION	NRM	●
27	RETURN	NRM	●
29	PSYCHIC	PSY	●
30	SHADOW BALL	GHO	●
32	DOUBLE TEAM	NRM	●
33	REFLECT	PSY	●
34	SHOCK WAVE	ELC	●
41	TORMENT	DRK	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
48	SKILL SWAP	PSY	●
49	SNATCH	DRK	●
H5	FLASH	NRM	●
EG	DISABLE	NRM	●
EG	CURSE	?	●
EG	HYPNOSIS	PSY	●
EG	DREAM EATER	PSY	●

#152 ABSOL

FIELD

TYPE: **DARK** ABILITY: **PRESSURE**

HP	SPEED
🟥🟥⬜⬜	🟥🟥⬜⬜
ATTACK	DEFENSE
🟥🟥🟥🟥	🟥🟥⬜⬜
SA	SD
🟥🟥🟥⬜	🟥🟥⬜⬜



LEVEL-UP MOVES

MOVE	TYPE	#152
SCRATCH	NRM	1
LEER	NRM	5
TAUNT	DRK	9
QUICK ATTACK	NRM	13
RAZOR WIND	NRM	17
BITE	DRK	21
SWORDS DANCE	NRM	26
DOUBLE TEAM	NRM	31
SLASH	NRM	36
FUTURE SIGHT	PSY	41
PERISH SONG	NRM	46

TM & HM MOVES

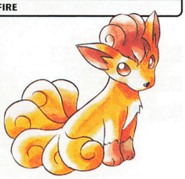
#	MOVE	TYPE	#152
03	WATER PULSE	WTR	●
04	CALM MIND	PSY	●
06	TOXIC	PSN	●
07	HAIL	ICE	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
12	TAUNT	DRK	●
13	ICE BEAM	ICE	●
14	BLIZZARD	ICE	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
27	RETURN	NRM	●
30	SHADOW BALL	GHO	●
32	DOUBLE TEAM	NRM	●
34	SHOCK WAVE	ELC	●
35	FLAMETHROWER	FIRE	●
37	SANDSTORM	RCK	●
38	FIRE BLAST	FIRE	●
40	AERIAL ACE	FLY	●
41	TORMENT	DRK	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
49	SNATCH	DRK	●
H1	CUT	NRM	●
H4	STRENGTH	NRM	●
H5	FLASH	NRM	●
H6	ROCK SMASH	FTG	●
EG	BATON PASS	NRM	●
EG	FAINT ATTACK	DRK	●
EG	DOUBLE-EDGE	NRM	●
EG	MAGIC COAT	PSY	●
EG	CURSE	?	●
EG	SUBSTITUTE	NRM	●

#153 VULPIX

FIELD

TYPE: **FIRE** ABILITY: **FLASH FIRE**

HP	SPEED
■□□□	■■□□
ATTACK	DEFENSE
■■□□	■□□□
SA	SD
■■□□	■■□□



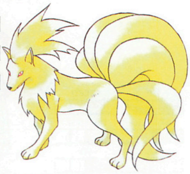
#154 NINETALES

FIELD

VULPIX: FIRE STONE

TYPE: **FIRE** ABILITY: **FLASH FIRE**

HP	SPEED
■■□□	■■■□
ATTACK	DEFENSE
■■□□	■■□□
SA	SD
■■■□	■■■□



LEVEL-UP MOVES

MOVE	TYPE	#153	#154
EMBER	FIRE	1	1
QUICK ATTACK	NRM	-	1
CONFUSE RAY	GHO	-	1
SAFEGUARD	NRM	-	1
TAIL WHIP	NRM	5	-
ROAR	NRM	9	-
QUICK ATTACK	NRM	13	-
WILL-O-WISP	FIRE	17	-
CONFUSE RAY	GHO	21	-
IMPRISON	PSY	25	-
FLAMETHROWER	FIRE	29	-
SAFEGUARD	NRM	33	-
GRUDGE	GHO	37	-
FIRE SPIN	FIRE	41	45

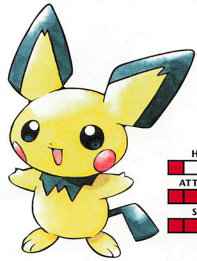
TM & HM MOVES

#	MOVE	TYPE	#153	#154
05	ROAR	NRM	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
20	SAFEGUARD	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
35	FLAMETHROWER	FIRE	●	●
38	FIRE BLAST	FIRE	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
50	OVERHEAT	FIRE	●	●
EG	FAINT ATTACK	DRK	●	-
EG	HYPNOSIS	PSY	●	-
EG	FLAIL	NRM	●	-
EG	DISABLE	NRM	●	-
EG	HOWL	NRM	●	-
EG	PSYCH UP	NRM	●	-
EG	HEAT WAVE	FIRE	●	-

#155 PICHU

NONE

TYPE: **ELECTRIC** ABILITY: **STATIC**



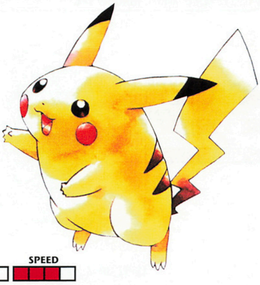
HP	SPEED
■□□□	■■□□
ATTACK	DEFENSE
■■□□	■□□□
SA	SD
■■□□	■□□□

#156 PIKACHU

FAIRY/FIELD

PICHU: FRIENDLY EVOLUTION

TYPE: **ELECTRIC** ABILITY: **STATIC**



HP	SPEED
■□□□	■■■□
ATTACK	DEFENSE
■■□□	■□□□
SA	SD
■■□□	■□□□

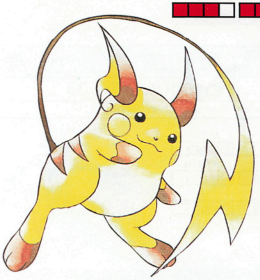
#157 RAICHU

FAIRY/FIELD

PIKACHU: THUNDERSTONE

TYPE: **ELECTRIC** ABILITY: **STATIC**

HP	SPEED
■■□□	■■■□
ATTACK	DEFENSE
■■■□	■■□□
SA	SD
■■■□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#155	#156	#157
THUNDERSHOCK	ELC	1	1	1
CHARM	NRM	1	-	-
GROWL	NRM	-	1	-
TAIL WHIP	NRM	-	-	1
QUICK ATTACK	NRM	-	-	1
THUNDERBOLT	ELC	-	-	1
TAIL WHIP	NRM	6	6	-
THUNDER WAVE	ELC	8	8	-
SWEET KISS	NRM	11	-	-
QUICK ATTACK	NRM	-	11	-
DOUBLE TEAM	NRM	-	15	-
SLAM	NRM	-	20	-
THUNDERBOLT	ELC	-	26	-
AGILITY	PSY	-	33	-
THUNDER	ELC	-	41	-
LIGHT SCREEN	PSY	-	50	-

TM & HM MOVES

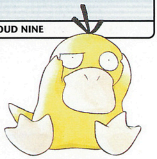
#	MOVE	TYPE	#155	#156	#157
01	FOCUS PUNCH	FTG	-	●	●
06	TOXIC	PSN	●	●	●
10	HIDDEN POWER	NRM	●	●	●
15	HYPER BEAM	NRM	-	-	●
16	LIGHT SCREEN	PSY	●	●	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
21	FRUSTRATION	NRM	●	●	●
23	IRON TAIL	STL	●	●	●
24	THUNDERBOLT	ELC	●	●	●
25	THUNDER	ELC	●	●	●
27	RETURN	NRM	●	●	●
28	DIG	GRD	-	●	●
31	BRICK BREAK	FTG	-	●	●
32	DOUBLE TEAM	NRM	●	●	●
34	SHOCK WAVE	ELC	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
46	THIEF	DRK	-	-	●
H4	STRENGTH	NRM	-	●	●
H5	FLASH	NRM	●	●	●
H6	ROCK SMASH	FTG	-	●	●
EG	REVERSAL	FTG	●	-	-
EG	BIDE	NRM	●	-	-
EG	ENCORE	NRM	●	-	-
EG	DOUBLESLAP	NRM	●	-	-
EG	CHARGE	ELC	●	-	-

#158 PSYDUCK

FIELD/WATER 1

TYPE: **WATER** ABILITY: **DAMP/CLOUD NINE**

HP	SPEED
🟥☐☐☐	🟥🟥☐☐
ATTACK	**DEFENSE**
🟥🟥☐☐	🟥🟥☐☐
SA	**SD**
🟥🟥☐☐	🟥🟥☐☐



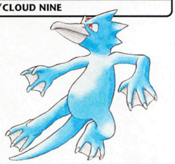
#159 GOLDUCK

FIELD/WATER 1

PSYDUCK: LEVEL 33

TYPE: **WATER** ABILITY: **DAMP/CLOUD NINE**

HP	SPEED
🟥🟥☐☐	🟥🟥🟥☐
ATTACK	**DEFENSE**
🟥🟥🟥☐	🟥🟥☐☐
SA	**SD**
🟥🟥🟥☐	🟥🟥☐☐



LEVEL-UP MOVES

MOVE	TYPE	#158	#159
WATER SPORT	WTR	1	1
SCRATCH	NRM	1	1
TAIL WHIP	NRM	-	1
DISABLE	NRM	-	1
TAIL WHIP	NRM	5	5
DISABLE	NRM	10	10
CONFUSION	PSY	16	16
SCREECH	NRM	23	23
PSYCH UP	NRM	31	31
FURY SWIPES	NRM	40	44
HYDRO PUMP	WTR	50	58

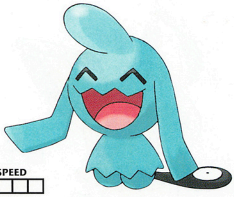
TM & HM MOVES

#	MOVE	TYPE	#158	#159
01	FOCUS PUNCH	FTG	●	●
03	WATER PULSE	WTR	●	●
04	CALM MIND	PSY	●	●
06	TOXIC	PSN	●	●
07	HAIL	ICE	●	●
10	HIDDEN POWER	NRM	●	●
13	ICE BEAM	ICE	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
31	BRICK BREAK	FTG	●	●
32	DOUBLE TEAM	NRM	●	●
40	AERIAL ACE	FLY	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H3	SURF	WTR	●	●
H4	STRENGTH	NRM	●	●
H5	FLASH	NRM	●	●
H6	ROCK SMASH	FTG	●	●
H7	WATERFALL	WTR	●	●
H8	DIVE	WTR	●	●
EG	HYPNOSIS	PSY	●	-
EG	PSYBEAM	PSY	●	-
EG	FORESIGHT	NRM	●	-
EG	LIGHT SCREEN	PSY	●	-
EG	FUTURE SIGHT	PSY	●	-
EG	PSYCHIC	PSY	●	-
EG	REFRESH	NRM	●	-

#160 WYNAUT

NONE

TYPE: **PSYCHIC** ABILITY: **SHADOW TAG**



HP	SPEED
🟥🟥☐☐	🟥☐☐☐
ATTACK	**DEFENSE**
🟥☐☐☐	🟥🟥☐☐
SA	**SD**
🟥☐☐☐	🟥🟥☐☐

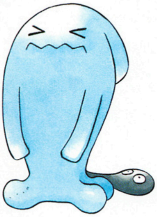
#161 WOBBUFFET

AMORPHOUS

WYNAUT: LEVEL 15

TYPE: **PSYCHIC** ABILITY: **SHADOW TAG**

HP	SPEED
🟥🟥🟥🟥	🟥☐☐☐
ATTACK	**DEFENSE**
🟥☐☐☐	🟥🟥☐☐
SA	**SD**
🟥☐☐☐	🟥🟥☐☐



LEVEL-UP MOVES

MOVE	TYPE	#160	#161
SPLASH	NRM	1	-
CHARM	NRM	1	-
ENCORE	NRM	1	-
COUNTER	FTG	-	1
MIRROR COAT	PSY	-	1
SAFEGUARD	NRM	-	1
DESTINY BOND	GHO	-	1
COUNTER	FTG	15	-
MIRROR COAT	PSY	15	-
SAFEGUARD	NRM	15	-
DESTINY BOND	GHO	15	-

TM & HM MOVES

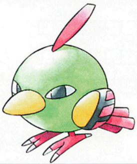
NONE

#162 NATU

FLYING

TYPE: **PSYCHIC-FLYING** ABILITY: **SYNCHRONIZE/EARLY BIRD**

HP	SPEED
🟥☐☐☐	🟥🟥☐☐
ATTACK	**DEFENSE**
🟥🟥☐☐	🟥🟥☐☐
SA	**SD**
🟥🟥☐☐	🟥☐☐☐

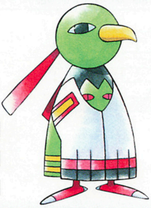


#163 XATU

FLYING

NATU: LEVEL 25

TYPE: **PSYCHIC-FLYING** ABILITY: **SYNCHRONIZE/EARLY BIRD**



HP	SPEED
🟥🟥☐☐	🟥🟥🟥☐
ATTACK	**DEFENSE**
🟥🟥☐☐	🟥🟥☐☐
SA	**SD**
🟥🟥🟥☐	🟥🟥☐☐

LEVEL-UP MOVES

MOVE	TYPE	#162	#163
PECK	FLY	1	1
LEER	NRM	1	1
NIGHT SHADE	GHO	10	10
TELEPORT	PSY	20	20
WISH	NRM	30	35
FUTURE SIGHT	PSY	30	35
CONFUSE RAY	GHO	40	50
PSYCHIC	PSY	50	65

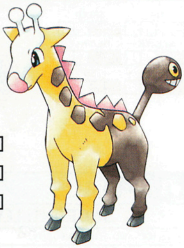
TM & HM MOVES

#	MOVE	TYPE	#162	#163
04	CALM MIND	PSY	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
15	HYPER BEAM	NRM	-	●
16	LIGHT SCREEN	PSY	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
19	GIGA DRAIN	GRS	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
27	RETURN	NRM	●	●
29	PSYCHIC	PSY	●	●
30	SHADOW BALL	GHO	●	●
32	DOUBLE TEAM	NRM	●	●
33	REFLECT	PSY	●	●
40	AERIAL ACE	FLY	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
47	STEEL WING	STL	●	●
48	SKILL SWAP	PSY	●	●
H2	FLY	FLY	-	●
H5	FLASH	NRM	●	●
EG	HAZE	ICE	●	-
EG	DRILL PECK	FLY	●	-
EG	QUICK ATTACK	NRM	●	-
EG	STEEL WING	STL	●	-
EG	REFRESH	NRM	●	-

#164 GIRAFARIG

FIELD

TYPE: **NORMAL-PSYCHIC** ABILITY: **INNER FOCUS/EARLY BIRD**



HP 🟥🟥⬜⬜
SPEED 🟥🟥🟥⬜
ATTACK 🟥🟥🟥⬜
DEFENSE 🟥🟥⬜⬜
SA 🟥🟥🟥⬜
SD 🟥🟥⬜⬜

LEVEL-UP MOVES

MOVE	TYPE	#164
TACKLE	NRM	1
GROWL	NRM	1
ASTONISH	GHO	7
CONFUSION	PSY	13
STOMP	NRM	19
ODOR SLEUTH	NRM	25
AGILITY	PSY	31
BATON PASS	NRM	37
PSYBEAM	PSY	43
CRUNCH	DRK	49

TM & HM MOVES

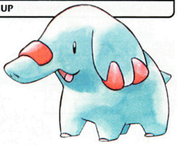
#	MOVE	TYPE	#164
04	CALM MIND	PSY	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
16	LIGHT SCREEN	PSY	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
29	PSYCHIC	PSY	●
30	SHADOW BALL	GHO	●
32	DOUBLE TEAM	NRM	●
33	REFLECT	PSY	●
34	SHOCK WAVE	ELC	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
48	SKILL SWAP	PSY	●
H4	STRENGTH	NRM	●
H5	FLASH	NRM	●
H6	ROCK SMASH	FTG	●
EG	TAKE DOWN	NRM	●
EG	AMNESIA	PSY	●
EG	FORESIGHT	NRM	●
EG	FUTURE SIGHT	PSY	●
EG	PSYCH UP	NRM	●
EG	MAGIC COAT	PSY	●

#165 PHANPY

FIELD

TYPE: **GROUND** ABILITY: **PICKUP**

HP 🟥🟥⬜⬜
SPEED 🟥🟥⬜⬜
ATTACK 🟥🟥⬜⬜
DEFENSE 🟥🟥⬜⬜
SA 🟥🟥⬜⬜
SD 🟥⬜⬜⬜

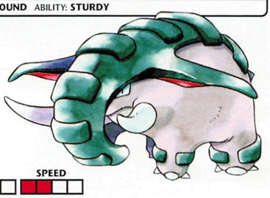


#166 DONPHAN

FIELD

PHANPY: LEVEL 25

TYPE: **GROUND** ABILITY: **STURDY**



HP 🟥🟥⬜⬜
SPEED 🟥🟥⬜⬜
ATTACK 🟥🟥🟥🟥
DEFENSE 🟥🟥🟥⬜
SA 🟥🟥⬜⬜
SD 🟥🟥⬜⬜

LEVEL-UP MOVES

MOVE	TYPE	#165	#166
ODOR SLEUTH	NRM	1	1
TACKLE	NRM	1	-
HORN ATTACK	NRM	-	1
GROWL	NRM	1	1
DEFENSE CURL	NRM	9	9
FLAIL	NRM	17	17
TAKE DOWN	NRM	25	-
FURY ATTACK	NRM	-	25
ROLLOUT	RCK	33	33
ENDURE	NRM	41	-
RAPID SPIN	NRM	-	41
DOUBLE-EDGE	NRM	49	-
EARTHQUAKE	GRD	-	49

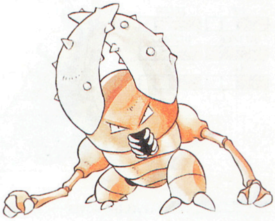
TM & HM MOVES

#	MOVE	TYPE	#165	#166
05	ROAR	NRM	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
37	SANDSTORM	RCK	●	●
39	ROCK TOMB	RCK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H4	STRENGTH	NRM	●	●
H6	ROCK SMASH	FTG	●	●
EG	FOCUS ENERGY	NRM	●	-
EG	BODY SLAM	NRM	●	-
EG	ANCIENTPOWER	RCK	●	-
EG	SNORE	NRM	●	-
EG	COUNTER	FTG	●	-
EG	FISSURE	GRD	●	-

#167 PINSIR

BUG

TYPE: **BUG** ABILITY: **HYPER CUTTER**



HP 🟥🟥⬜⬜
SPEED 🟥🟥🟥⬜
ATTACK 🟥🟥🟥🟥
DEFENSE 🟥🟥🟥⬜
SA 🟥🟥⬜⬜
SD 🟥🟥⬜⬜

LEVEL-UP MOVES

MOVE	TYPE	#167
VICEGRIP	NRM	1
FOCUS ENERGY	NRM	1
BIND	NRM	7
SEISMIC TOSS	FTG	13
HARDEN	NRM	19
REVENGE	FTG	25
BRICK BREAK	FTG	31
GUILLOTINE	NRM	37
SUBMISSION	FTG	43
SWORDS DANCE	NRM	49

TM & HM MOVES

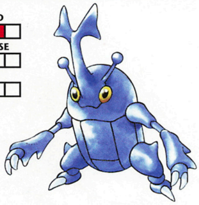
#	MOVE	TYPE	#167
01	FOCUS PUNCH	FTG	●
06	TOXIC	PSN	●
08	BULK UP	FTG	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
21	FRUSTRATION	NRM	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
28	DIG	GRD	●
31	BRICK BREAK	FTG	●
32	DOUBLE TEAM	NRM	●
39	ROCK TOMB	RCK	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
H1	CUT	NRM	●
H4	STRENGTH	NRM	●
H6	ROCK SMASH	FTG	●
EG	FURY ATTACK	NRM	●
EG	FALSE SWIPE	NRM	●
EG	FAINT ATTACK	DRK	●

#168 HERACROSS

BUG

TYPE: **BUG-FIGHTING** ABILITY: **SWARM/GUTS**

HP 🟥🟥⬜⬜
SPEED 🟥🟥🟥⬜
ATTACK 🟥🟥🟥🟥
DEFENSE 🟥🟥⬜⬜
SA 🟥🟥⬜⬜
SD 🟥🟥⬜⬜



LEVEL-UP MOVES

MOVE	TYPE	#168
TACKLE	NRM	1
LEER	NRM	1
HORN ATTACK	NRM	6
ENDURE	NRM	11
FURY ATTACK	NRM	17
BRICK BREAK	FTG	23
COUNTER	FTG	30
TAKE DOWN	NRM	37
REVERSAL	FTG	45
MEGAHORN	BUG	53

TM & HM MOVES

#	MOVE	TYPE	#168
01	FOCUS PUNCH	FTG	●
06	TOXIC	PSN	●
08	BULK UP	FTG	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
21	FRUSTRATION	NRM	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
28	DIG	GRD	●
31	BRICK BREAK	FTG	●
32	DOUBLE TEAM	NRM	●
39	ROCK TOMB	RCK	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
H1	CUT	NRM	●
H4	STRENGTH	NRM	●
H6	ROCK SMASH	FTG	●
EG	HARDEN	NRM	●
EG	FALSE SWIPE	NRM	●

LEVEL-UP MOVES

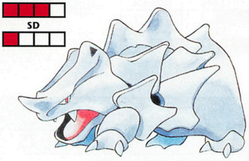
MOVE	TYPE	#169	#170
HORN ATTACK	NRM	1	1
TAIL WHIP	NRM	1	1
STOMP	NRM	-	1
FURY ATTACK	NRM	-	1
STOMP	NRM	10	10
FURY ATTACK	NRM	15	15
SCARY FACE	NRM	24	24
ROCK BLAST	RCK	29	29
HORN DRILL	NRM	38	38
TAKE DOWN	NRM	43	46
EARTHQUAKE	GRD	52	58
MEGAHORN	BUG	57	66

#169 RHYHORN

MONSTER/FIELD

TYPE: **GROUND-ROCK** ABILITY: **LIGHTNINGROD/ROCK HEAD**

HP 🟥🟥⬜⬜
SPEED 🟥⬜⬜⬜
ATTACK 🟥🟥🟥⬜
DEFENSE 🟥🟥🟥⬜
SA 🟥⬜⬜⬜
SD 🟥⬜⬜⬜



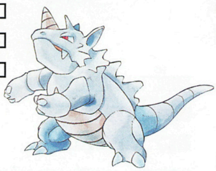
#170 RHYDON

MONSTER/FIELD

RHYHORN: LEVEL 42

TYPE: **GROUND-ROCK** ABILITY: **LIGHTNINGROD/ROCK HEAD**

HP 🟥🟥⬜⬜
SPEED 🟥🟥⬜⬜
ATTACK 🟥🟥🟥🟥
DEFENSE 🟥🟥🟥⬜
SA 🟥🟥⬜⬜
SD 🟥⬜⬜⬜



TM & HM MOVES

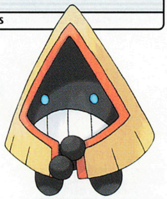
#	MOVE	TYPE	#169	#170
01	FOCUS PUNCH	FTG	-	●
05	ROAR	NRM	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIRE	●	●
13	ICE BEAM	ICE	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
24	THUNDERBOLT	ELC	●	●
25	THUNDER	ELC	●	●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
31	BRICK BREAK	FTG	●	●
32	DOUBLE TEAM	NRM	●	●
34	SHOCK WAVE	ELC	●	●
35	FLAMETHROWER	FIRE	●	●
37	SANDSTORM	RCK	●	●
38	FIRE BLAST	FIRE	●	●
39	ROCK TOMB	RCK	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
H1	CUT	NRM	-	●
H3	SURF	WTR	-	●
H4	STRENGTH	NRM	●	●
H6	ROCK SMASH	FTG	●	●
EG	CRUNCH	DRK	●	-
EG	REVERSAL	FTG	●	-
EG	ROCK SLIDE	RCK	●	-
EG	COUNTER	FTG	●	-
EG	MAGNITUDE	GRD	●	-
EG	SWORDS DANCE	NRM	●	-
EG	CURSE	?	●	-
EG	CRUSH CLAW	NRM	●	-

#171 SNORUNT

MINERAL/FAIRY

TYPE: **ICE** ABILITY: **INNER FOCUS**

HP 🟥⬜⬜⬜
SPEED 🟥🟥⬜⬜
ATTACK 🟥🟥⬜⬜
DEFENSE 🟥🟥⬜⬜
SA 🟥🟥⬜⬜
SD 🟥🟥⬜⬜



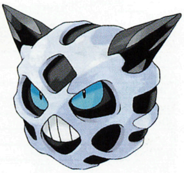
#172 GLALIE

MINERAL/FAIRY

SNORUNT: LEVEL 42

TYPE: **ICE** ABILITY: **INNER FOCUS**

HP 🟥🟥⬜⬜
SPEED 🟥🟥🟥⬜
ATTACK 🟥🟥🟥⬜
DEFENSE 🟥🟥⬜⬜
SA 🟥🟥🟥⬜
SD 🟥🟥⬜⬜



LEVEL-UP MOVES

MOVE	TYPE	#171	#172
POWDER SNOW	ICE	1	1
LEER	NRM	1	1
DOUBLE TEAM	NRM	-	1
BITE	DRK	-	1
DOUBLE TEAM	NRM	7	7
BITE	DRK	10	10
ICY WIND	ICE	16	16
HEADBUTT	NRM	19	19
PROTECT	NRM	25	25
CRUNCH	DRK	28	28
ICE BEAM	ICE	34	34
HAIL	ICE	37	42
BLIZZARD	ICE	43	53
SHEER COLD	ICE	-	61

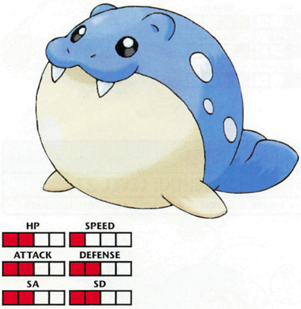
TM & HM MOVES

#	MOVE	TYPE	#171	#172
03	WATER PULSE	WTR	●	●
06	TOXIC	PSN	●	●
07	HAIL	ICE	●	●
10	HIDDEN POWER	NRM	●	●
12	TAUNT	DRK	-	●
13	ICE BEAM	ICE	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	-	●
16	LIGHT SCREEN	PSY	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	SAFEGUARD	NRM	●	●
21	FRUSTRATION	NRM	●	●
26	EARTHQUAKE	GRD	-	●
27	RETURN	NRM	●	●
30	SHADOW BALL	GHO	●	●
32	DOUBLE TEAM	NRM	●	●
41	TORMENT	DRK	-	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H5	FLASH	NRM	●	●
EG	BLOCK	NRM	●	-
EG	SPIKES	GRD	●	-

#173 SPHEAL

FIELD/WATER 1

TYPE: **ICE-WATER** ABILITY: **THICK FAT**



LEVEL-UP MOVES

MOVE	TYPE	#173	#174	#175
POWDER SNOW	ICE	1	1	1
GROWL	NRM	1	1	1
WATER GUN	WTR	1	1	1
ENCORE	NRM	-	1	1
ENCORE	NRM	7	7	7
ICE BALL	ICE	13	13	13
BODY SLAM	NRM	19	19	19
AURORA BEAM	ICE	25	25	25
HAIL	ICE	31	31	31
REST	PSY	37	39	39
SNORE	NRM	37	39	39
BLIZZARD	ICE	43	47	50
SHEER COLD	ICE	49	55	61

TM & HM MOVES

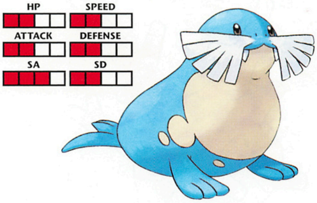
#	MOVE	TYPE	#173	#174	#175
03	WATER PULSE	WTR	●	●	●
05	ROAR	NRM	-	●	●
06	TOXIC	PSN	●	●	●
07	HAIL	ICE	●	●	●
10	HIDDEN POWER	NRM	●	●	●
13	ICE BEAM	ICE	●	●	●
14	BLIZZARD	ICE	●	●	●
15	HYPER BEAM	NRM	-	-	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
21	FRUSTRATION	NRM	●	●	●
23	IRON TAIL	STL	●	●	●
26	EARTHQUAKE	GRD	●	●	●
27	RETURN	NRM	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
39	ROCK TOMB	RCK	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
H3	SURF	WTR	●	●	●
H4	STRENGTH	NRM	●	●	●
H6	ROCK SMASH	FTG	●	●	●
H7	WATERFALL	WTR	●	●	●
H8	DIVE	WTR	●	●	●
EG	WATER SPORT	WTR	●	-	-
EG	STOCKPILE	NRM	●	-	-
EG	SWALLOW	NRM	●	-	-
EG	SPIT UP	NRM	●	-	-
EG	YAWN	NRM	●	-	-
EG	ROCK SLIDE	RCK	●	-	-
EG	CURSE	?	●	-	-
EG	FISSURE	GRD	●	-	-

#174 SEALEO

FIELD/WATER 1

SPHEAL: LEVEL 32

TYPE: **ICE-WATER** ABILITY: **THICK FAT**

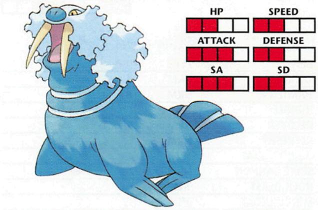


#175 WALREIN

FIELD/WATER 1

SEALEO: LEVEL 44

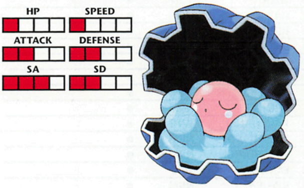
TYPE: **ICE-WATER** ABILITY: **THICK FAT**



#176 CLAMPERL

WATER 1

TYPE: **WATER** ABILITY: **SHELL ARMOR**

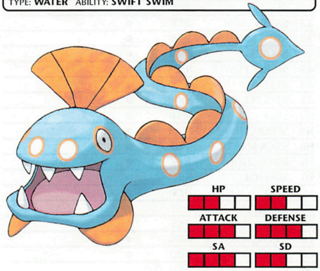


#177 HUNTAIL

WATER 1

CLAMPERL: TRADE EVOLUTION + DEEPSEATOOTH

TYPE: **WATER** ABILITY: **SWIFT SWIM**

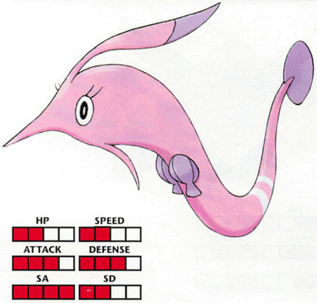


#178 GOREBYSS

WATER 1

CLAMPERL: TRADE EVOLUTION + DEEPSEASCALE

TYPE: **WATER** ABILITY: **SWIFT SWIM**



LEVEL-UP MOVES

MOVE	TYPE	#176	#177	#178
CLAMP	WTR	1	-	-
WATER GUN	WTR	1	-	-
WHIRLPOOL	WTR	1	1	1
IRON DEFENSE	STL	1	-	-
BITE	DRK	-	8	-
CONFUSION	PSY	-	-	8
SCREECH	NRM	-	15	-
AGILITY	PSY	-	-	15
WATER PULSE	WTR	-	22	22
SCARY FACE	NRM	-	29	-
AMNESIA	PSY	-	-	29
CRUNCH	DRK	-	36	-
PSYCHIC	PSY	-	-	36
BATON PASS	NRM	-	43	43
HYDRO PUMP	WTR	-	50	50

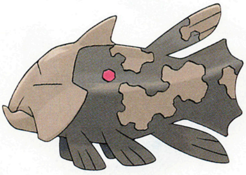
TM & HM MOVES

#	MOVE	TYPE	#176	#177	#178
03	WATER PULSE	WTR	●	●	●
06	TOXIC	PSN	●	●	●
07	HAIL	ICE	●	●	●
10	HIDDEN POWER	NRM	●	●	●
13	ICE BEAM	ICE	●	●	●
14	BLIZZARD	ICE	●	●	●
15	HYPER BEAM	NRM	-	●	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
20	SAFEGUARD	NRM	-	-	●
21	FRUSTRATION	NRM	●	●	●
27	RETURN	NRM	●	●	●
29	PSYCHIC	PSY	-	-	●
30	SHADOW BALL	GHO	-	-	●
32	DOUBLE TEAM	NRM	●	●	●
39	ROCK TOMB	RCK	-	●	-
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
49	SNATCH	DRK	-	●	-
H3	SURF	WTR	●	●	●
H7	WATERFALL	WTR	●	●	●
H8	DIVE	WTR	●	●	●
EG	REFRESH	NRM	●	-	-
EG	MUD SPORT	GRD	●	-	-
EG	BODY SLAM	NRM	●	-	-
EG	SUPERSONIC	NRM	●	-	-
EG	BARRIER	PSY	●	-	-
EG	CONFUSE RAY	GHO	●	-	-

#179 RELICANTH

WATER 1/WATER 2

TYPE: **WATER-ROCK** ABILITY: **SWIFT SWIM/ROCK HEAD**



HP ■■□□ SPEED ■■□□
ATTACK ■■■□ DEFENSE ■■■□
SA ■■□□ SD ■■□□

LEVEL-UP MOVES

MOVE	TYPE	#179
TACKLE	NRM	1
HARDEN	NRM	1
WATER GUN	WTR	8
ROCK TOMB	RCK	15
YAWN	NRM	22
TAKE DOWN	NRM	29
MUD SPORT	GRD	36
ANCIENTPOWER	RCK	43
REST	PSY	50
DOUBLE-EDGE	NRM	57
HYDRO PUMP	WTR	64

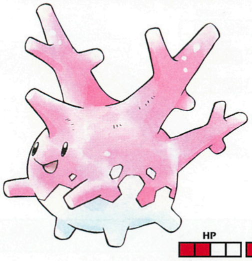
TM & HM MOVES

#	MOVE	TYPE	#179
03	WATER PULSE	WTR	●
04	CALM MIND	PSY	●
06	TOXIC	PSN	●
07	HAIL	ICE	●
10	HIDDEN POWER	NRM	●
13	ICE BEAM	ICE	●
14	BLIZZARD	ICE	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	SAFEGUARD	NRM	●
21	FRUSTRATION	NRM	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
32	DOUBLE TEAM	NRM	●
37	SANDSTORM	RCK	●
39	ROCK TOMB	RCK	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
H3	SURF	WTR	●
H6	ROCK SMASH	FTG	●
H7	WATERFALL	WTR	●
H8	DIVE	WTR	●
EG	MAGNITUDE	GRD	●
EG	SKULL BASH	NRM	●
EG	WATER SPORT	WTR	●
EG	AMNESIA	PSY	●
EG	SLEEP TALK	NRM	●
EG	ROCK SLIDE	RCK	●

#180 CORSOLA

WATER 1/WATER 3

TYPE: **WATER-ROCK** ABILITY: **HUSTLE/NATURAL CURE**



HP ■■□□ SPEED ■□□□
ATTACK ■■□□ DEFENSE ■■□□
SA ■■□□ SD ■■□□

LEVEL-UP MOVES

MOVE	TYPE	#180
TACKLE	NRM	1
HARDEN	NRM	6
BUBBLE	WTR	12
RECOVER	NRM	17
REFRESH	NRM	17
BUBBLEBEAM	WTR	23
SPIKE CANNON	NRM	28
ROCK BLAST	RCK	34
MIRROR COAT	PSY	39
ANCIENTPOWER	RCK	45

TM & HM MOVES

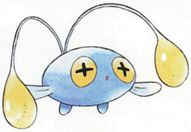
#	MOVE	TYPE	#180
03	WATER PULSE	WTR	●
04	CALM MIND	PSY	●
06	TOXIC	PSN	●
07	HAIL	ICE	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
13	ICE BEAM	ICE	●
14	BLIZZARD	ICE	●
16	LIGHT SCREEN	PSY	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	SAFEGUARD	NRM	●
21	FRUSTRATION	NRM	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
28	DIG	GRD	●
29	PSYCHIC	PSY	●
30	SHADOW BALL	GHO	●
32	DOUBLE TEAM	NRM	●
33	REFLECT	PSY	●
37	SANDSTORM	RCK	●
39	ROCK TOMB	RCK	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
H3	SURF	WTR	●
H4	STRENGTH	NRM	●
H6	ROCK SMASH	FTG	●
EG	ROCK SLIDE	RCK	●
EG	SCREECH	NRM	●
EG	MIST	ICE	●
EG	AMNESIA	PSY	●
EG	BARRIER	PSY	●
EG	INGRAIN	GRS	●
EG	CONFUSE RAY	GHO	●

#181 CHINCHOU

WATER 2

TYPE: **WATER-ELECTRIC** ABILITY: **VOLT ABSORB/ILLUMINATE**

HP ■■□□ SPEED ■■□□
ATTACK ■■□□ DEFENSE ■□□□
SA ■■□□ SD ■■□□

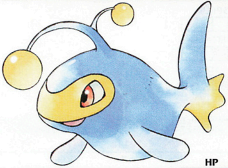


#182 LANTURN

WATER 2

CHINCHOU: LEVEL 27

TYPE: **WATER-ELECTRIC** ABILITY: **VOLT ABSORB/ILLUMINATE**



HP ■■■□ SPEED ■■□□
ATTACK ■■□□ DEFENSE ■■□□
SA ■■■□ SD ■■□□

LEVEL-UP MOVES

MOVE	TYPE	#181	#182
BUBBLE	WTR	1	1
THUNDER WAVE	ELC	1	1
SUPERSONIC	NRM	-	1
SUPERSONIC	NRM	5	5
FLAIL	NRM	13	13
WATER GUN	WTR	17	17
SPARK	ELC	25	25
CONFUSE RAY	GHO	29	32
TAKE DOWN	NRM	37	43
HYDRO PUMP	WTR	41	50
CHARGE	ELC	49	61

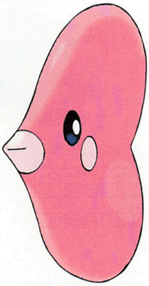
TM & HM MOVES

#	MOVE	TYPE	#181	#182
03	WATER PULSE	WTR	●	●
06	TOXIC	PSN	●	●
07	HAIL	ICE	●	●
10	HIDDEN POWER	NRM	●	●
13	ICE BEAM	ICE	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	-	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
21	FRUSTRATION	NRM	●	●
24	THUNDERBOLT	ELC	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SHOCK WAVE	ELC	●	●
42	FACADE	NRM	●	●
43	SECRET POWER	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H3	SURF	WTR	●	●
H5	FLASH	NRM	●	●
H7	WATERFALL	WTR	●	●
H8	DIVE	WTR	●	●
EG	FLAIL	NRM	●	-
EG	SCREECH	NRM	●	-
EG	AMNESIA	PSY	●	-

#183 LUVDISC

WATER 2

TYPE: **WATER** ABILITY: **SWIFT SWIM**



HP	SPEED
■□□□	■■■□
ATTACK	**DEFENSE**
■□□□	■■□□
SA	**SD**
■■□□	■■□□

LEVEL-UP MOVES

MOVE	TYPE	#183
TACKLE	NRM	1
CHARM	NRM	4
WATER GUN	WTR	12
AGILITY	PSY	16
TAKE DOWN	NRM	24
ATTRACT	NRM	28
SWEET KISS	NRM	36
FLAIL	NRM	40
SAFEGUARD	NRM	48

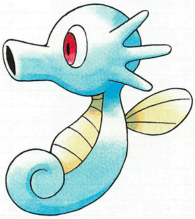
TM & HM MOVES

#	MOVE	TYPE	#183
03	WATER PULSE	WTR	●
06	TOXIC	PSN	●
07	HAIL	ICE	●
10	HIDDEN POWER	NRM	●
13	ICE BEAM	ICE	●
14	BLIZZARD	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	SAFEGUARD	NRM	●
21	FRUSTRATION	NRM	●
27	RETURN	NRM	●
32	DOUBLE TEAM	NRM	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
H3	SURF	WTR	●
H7	WATERFALL	WTR	●
H8	DIVE	WTR	●
EG	SPLASH	NRM	●
EG	SUPERSONIC	NRM	●
EG	WATER SPORT	WTR	●
EG	MUD SPORT	GRD	●

#184 HORSEA

DRAGON/WATER 1

TYPE: **WATER** ABILITY: **SWIFT SWIM**



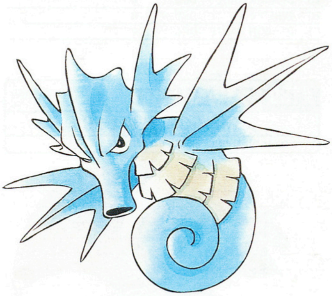
HP	SPEED
■□□□	■■□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■□□	■□□□

#185 SEADRA

DRAGON/WATER 1

HORSEA: LEVEL 32

TYPE: **WATER** ABILITY: **POISON POINT**



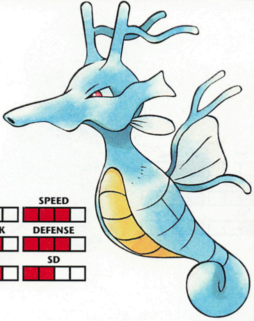
HP	SPEED
■■□□	■■■□
ATTACK	**DEFENSE**
■■□□	■■■□
SA	**SD**
■■■□	■□□□

#186 KINGDRA

DRAGON/WATER 1

SEADRA: TRADE EVOLUTION + DRAGON SCALE

TYPE: **WATER-DRAGON** ABILITY: **SWIFT SWIM**



HP	SPEED
■■□□	■■■□
ATTACK	**DEFENSE**
■■■□	■■■□
SA	**SD**
■■■□	■■□□

LEVEL-UP MOVES

MOVE	TYPE	#184	#185	#186
BUBBLE	WTR	1	1	1
SMOKESCREEN	NRM	-	1	1
LEER	NRM	-	1	1
WATER GUN	WTR	-	1	1
SMOKESCREEN	NRM	8	8	8
LEER	NRM	15	15	15
WATER GUN	WTR	22	22	22
TWISTER	DRG	29	29	29
AGILITY	PSY	36	40	40
HYDRO PUMP	WTR	43	51	51
DRAGON DANCE	DRG	50	62	62

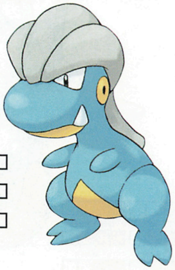
TM & HM MOVES

#	MOVE	TYPE	#184	#185	#186
03	WATER PULSE	WTR	●	●	●
06	TOXIC	PSN	●	●	●
07	HAIL	ICE	●	●	●
10	HIDDEN POWER	NRM	●	●	●
13	ICE BEAM	ICE	●	●	●
14	BLIZZARD	ICE	●	●	●
15	HYPER BEAM	NRM	-	●	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
21	FRUSTRATION	NRM	●	●	●
27	RETURN	NRM	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
H3	SURF	WTR	●	●	●
H7	WATERFALL	WTR	●	●	●
H8	DIVE	WTR	●	●	●
EG	FLAIL	NRM	●	-	-
EG	AURORA BEAM	ICE	●	-	-
EG	DISABLE	NRM	●	-	-
EG	SPLASH	NRM	●	-	-
EG	DRAGON RAGE	DRG	●	-	-
EG	DRAGONBREATH	DRG	●	-	-

#187 BAGON

DRAGON

TYPE: **DRAGON** ABILITY: **ROCK HEAD**



HP	SPEED
■□□□	■■□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■□□	■□□□

LEVEL-UP MOVES

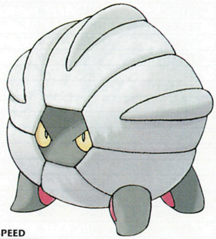
MOVE	TYPE	#187	#188	#189
RAGE	NRM	1	1	1
BITE	DRK	-	1	1
LEER	NRM	-	1	1
HEADBUTT	NRM	-	1	1
BITE	DRK	5	5	5
LEER	NRM	9	9	9
HEADBUTT	NRM	17	17	17
FOCUS ENERGY	NRM	21	21	21
EMBER	FIRE	25	25	25
PROTECT	NRM	-	30	30
DRAGONBREATH	DRG	33	38	38
SCARY FACE	NRM	37	47	47
FLY	FLY	-	-	50
CRUNCH	DRK	41	56	61
DRAGON CLAW	DRG	49	69	79
DOUBLE-EDGE	NRM	53	78	93

#188 SHELGON

DRAGON

BAGON: LEVEL 30

TYPE: **DRAGON** ABILITY: **ROCK HEAD**



HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■■□	■■■□
SA	**SD**
■■□□	■■□□

TM & HM MOVES

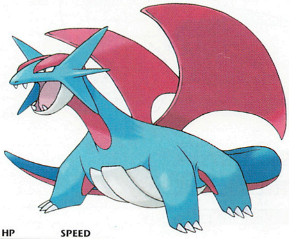
#	MOVE	TYPE	#187	#188	#189
02	DRAGON CLAW	DRG	●	●	●
05	ROAR	NRM	●	●	●
06	TOXIC	PSN	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIRE	●	●	●
15	HYPER BEAM	NRM	-	-	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
21	FRUSTRATION	NRM	●	●	●
23	IRON TAIL	STL	-	-	●
26	EARTHQUAKE	GRD	-	-	●
27	RETURN	NRM	●	●	●
31	BRICK BREAK	FTG	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
35	FLAMETHROWER	FIRE	●	●	●
38	FIRE BLAST	FIRE	●	●	●
39	ROCK TOMB	RCK	●	●	●
40	AERIAL ACE	FLY	●	●	●
42	FACADE	NRM	●	●	●
43	SECRET POWER	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
47	STEEL WING	STL	-	-	●
H1	CUT	NRM	●	●	●
H2	FLY	FLY	-	-	●
H4	STRENGTH	NRM	●	●	●
H6	ROCK SMASH	FTG	●	●	●
EG	HYDRO PUMP	WTR	●	-	-
EG	THRASH	NRM	●	-	-
EG	DRAGON RAGE	DRG	●	-	-
EG	TWISTER	DRG	●	-	-
EG	DRAGON DANCE	DRG	●	-	-

#189 SALAMENCE

DRAGON

SHELGON: LEVEL 50

TYPE: **DRAGON-FLYING** ABILITY: **INTIMIDATE**

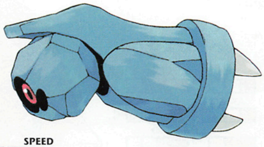


HP	SPEED
■■□□	■■■□
ATTACK	**DEFENSE**
■■■■	■■□□
SA	**SD**
■■■□	■■□□

#190 BELDUM

NONE

TYPE: **STEEL-PSYCHIC** ABILITY: **CLEAR BODY**



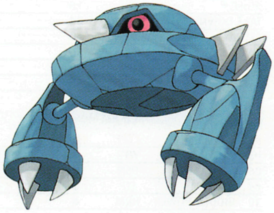
HP	SPEED
■□□□	■□□□
ATTACK	**DEFENSE**
■■□□	■■□□
SA	**SD**
■■□□	■■□□

#191 METANG

NONE

BELDUM: LEVEL 20

TYPE: **STEEL-PSYCHIC** ABILITY: **CLEAR BODY**



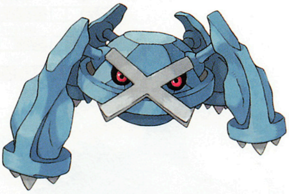
HP	SPEED
■■□□	■■□□
ATTACK	**DEFENSE**
■■□□	■■■□
SA	**SD**
■■□□	■■□□

#192 METAGROSS

NONE

METANG: LEVEL 45

TYPE: **STEEL-PSYCHIC** ABILITY: **CLEAR BODY**



HP ■■□□ SPEED ■■□□

ATTACK ■■■■ DEFENSE ■■■□

SA ■■■□ SD ■■□□

LEVEL-UP MOVES

MOVE	TYPE	#190	#191	#192
TAKE DOWN	NRM	1	1	1
CONFUSION	PSY	-	-	1
METAL CLAW	STL	-	-	1
SCARY FACE	NRM	-	-	1
CONFUSION	PSY	-	20	20
METAL CLAW	STL	-	20	20
SCARY FACE	NRM	-	26	26
PURSUIT	DRK	-	32	32
PSYCHIC	PSY	-	38	38
IRON DEFENSE	STL	-	44	44
METEOR MASH	STL	-	50	55
AGILITY	PSY	-	56	66
HYPER BEAM	NRM	-	62	77

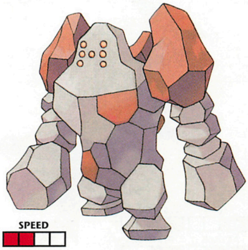
TM & HM MOVES

#	MOVE	TYPE	#190	#191	#192
06	TOXIC	PSN	-	●	●
10	HIDDEN POWER	NRM	-	●	●
11	SUNNY DAY	FIRE	-	●	●
15	HYPER BEAM	NRM	-	●	●
16	LIGHT SCREEN	PSY	-	●	●
17	PROTECT	NRM	-	●	●
18	RAIN DANCE	WTR	-	●	●
21	FRUSTRATION	NRM	-	●	●
26	EARTHQUAKE	GRD	-	●	●
27	RETURN	NRM	-	●	●
29	PSYCHIC	PSY	-	●	●
30	SHADOW BALL	GHO	-	●	●
31	BRICK BREAK	FTG	-	●	●
32	DOUBLE TEAM	NRM	-	●	●
33	REFLECT	PSY	-	●	●
36	SLUDGE BOMB	PSN	-	●	●
37	SANDSTORM	RCK	-	●	●
39	ROCK TOMB	RCK	-	●	●
40	AERIAL ACE	FLY	-	●	●
42	FACADE	NRM	-	●	●
43	SECRET POWER	NRM	-	●	●
44	REST	PSY	-	●	●
H1	CUT	NRM	-	●	●
H4	STRENGTH	NRM	-	●	●
H5	FLASH	NRM	-	●	●
H6	ROCK SMASH	FTG	-	●	●

#193 REGIROCK

NONE

TYPE: **ROCK** ABILITY: **CLEAR BODY**



HP ■■□□ SPEED ■■□□

ATTACK ■■■□ DEFENSE ■■■■

SA ■■□□ SD ■■■□

LEVEL-UP MOVES

MOVE	TYPE	#193
EXPLOSION	NRM	1
ROCK THROW	RCK	9
CURSE	?	17
SUPERPOWER	FTG	25
ANCIENTPOWER	RCK	33
IRON DEFENSE	STL	41
ZAP CANNON	ELC	49
LOCK-ON	NRM	57
HYPER BEAM	NRM	65

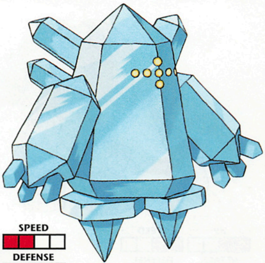
TM & HM MOVES

#	MOVE	TYPE	#193
01	FOCUS PUNCH	FTG	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
20	SAFEGUARD	NRM	●
21	FRUSTRATION	NRM	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
28	DIG	GRD	●
31	BRICK BREAK	FTG	●
32	DOUBLE TEAM	NRM	●
34	SHOCK WAVE	ELC	●
37	SANDSTORM	RCK	●
39	ROCK TOMB	RCK	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
H4	STRENGTH	NRM	●
H6	ROCK SMASH	FTG	●

#194 REGICE

NONE

TYPE: **ICE** ABILITY: **CLEAR BODY**



HP ■■□□ SPEED ■■□□

ATTACK ■■□□ DEFENSE ■■■□

SA ■■■□ SD ■■■■

LEVEL-UP MOVES

MOVE	TYPE	#194
EXPLOSION	NRM	1
ICY WIND	ICE	9
CURSE	?	17
SUPERPOWER	FTG	25
ANCIENTPOWER	RCK	33
AMNESIA	PSY	41
ZAP CANNON	ELC	49
LOCK-ON	NRM	57
HYPER BEAM	NRM	65

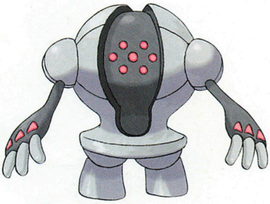
TM & HM MOVES

#	MOVE	TYPE	#194
01	FOCUS PUNCH	FTG	●
06	TOXIC	PSN	●
07	HAIL	ICE	●
10	HIDDEN POWER	NRM	●
13	ICE BEAM	ICE	●
14	BLIZZARD	ICE	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	SAFEGUARD	NRM	●
21	FRUSTRATION	NRM	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
31	BRICK BREAK	FTG	●
32	DOUBLE TEAM	NRM	●
34	SHOCK WAVE	ELC	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
H4	STRENGTH	NRM	●
H6	ROCK SMASH	FTG	●

#195 REGISTEEL

NONE

TYPE: **STEEL** ABILITY: **CLEAR BODY**



HP	SPEED
🟥🟥⬜⬜	🟥🟥⬜⬜
ATTACK	DEFENSE
🟥🟥⬜⬜	🟥🟥🟥🟥
SA	SD
🟥🟥🟥⬜	🟥🟥🟥🟥

LEVEL-UP MOVES

MOVE	TYPE	#195
EXPLOSION	NRM	1
METAL CLAW	STL	9
CURSE	?	17
SUPERPOWER	FTG	25
ANCIENTPOWER	RCK	33
IRON DEFENSE	STL	41
AMNESIA	PSY	41
ZAP CANNON	ELC	49
LOCK-ON	NRM	57
HYPER BEAM	NRM	65

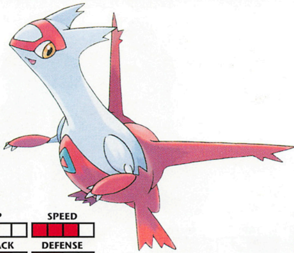
TM & HM MOVES

#	MOVE	TYPE	#195
01	FOCUS PUNCH	FTG	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	SAFEGUARD	NRM	●
21	FRUSTRATION	NRM	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
31	BRICK BREAK	FTG	●
32	DOUBLE TEAM	NRM	●
34	SHOCK WAVE	ELC	●
37	SANDSTORM	RCK	●
39	ROCK TOMB	RCK	●
40	AERIAL ACE	FLY	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
H4	STRENGTH	NRM	●
H6	ROCK SMASH	FTG	●

#196 LATIAS

NONE

TYPE: **DRAGON-PSYCHIC** ABILITY: **LEVITATE**



HP	SPEED
🟥🟥⬜⬜	🟥🟥🟥⬜
ATTACK	DEFENSE
🟥🟥🟥⬜	🟥🟥⬜⬜
SA	SD
🟥🟥🟥⬜	🟥🟥🟥⬜

LEVEL-UP MOVES

MOVE	TYPE	#196
PSYWAVE	PSY	1
WISH	NRM	5
HELPING HAND	NRM	10
SAFEGUARD	NRM	15
DRAGONBREATH	DRG	20
WATER SPORT	WTR	25
REFRESH	NRM	30
MIST BALL	PSY	35
PSYCHIC	PSY	40
RECOVER	NRM	45
CHARM	NRM	50

TM & HM MOVES

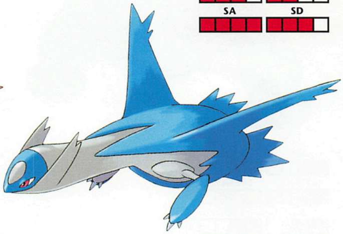
#	MOVE	TYPE	#196
02	DRAGON CLAW	DRG	●
03	WATER PULSE	WTR	●
04	CALM MIND	PSY	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
13	ICE BEAM	ICE	●
15	HYPER BEAM	NRM	●
16	LIGHT SCREEN	PSY	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	SAFEGUARD	NRM	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
29	PSYCHIC	PSY	●
30	SHADOW BALL	GHO	●
32	DOUBLE TEAM	NRM	●
33	REFLECT	PSY	●
34	SHOCK WAVE	ELC	●
37	SANDSTORM	RCK	●
40	AERIAL ACE	FLY	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
47	STEEL WING	STL	●
H1	CUT	NRM	●
H2	FLY	FLY	●
H3	SURF	WTR	●
H5	FLASH	NRM	●
H7	WATERFALL	WTR	●
H8	DIVE	WTR	●

#197 LATIOS

NONE

TYPE: **DRAGON-PSYCHIC** ABILITY: **LEVITATE**

HP	SPEED
🟥🟥⬜⬜	🟥🟥🟥⬜
ATTACK	DEFENSE
🟥🟥🟥⬜	🟥🟥⬜⬜
SA	SD
🟥🟥🟥🟥	🟥🟥🟥⬜



LEVEL-UP MOVES

MOVE	TYPE	#197
PSYWAVE	PSY	1
MEMENTO	DRK	5
HELPING HAND	NRM	10
SAFEGUARD	NRM	15
DRAGONBREATH	DRG	20
PROTECT	NRM	25
REFRESH	NRM	30
LUSTER PURGE	PSY	35
PSYCHIC	PSY	40
RECOVER	NRM	45
DRAGON DANCE	DRG	50

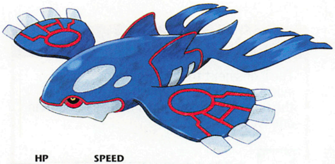
TM & HM MOVES

#	MOVE	TYPE	#197
02	DRAGON CLAW	DRG	●
03	WATER PULSE	WTR	●
04	CALM MIND	PSY	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
13	ICE BEAM	ICE	●
15	HYPER BEAM	NRM	●
16	LIGHT SCREEN	PSY	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	SAFEGUARD	NRM	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
29	PSYCHIC	PSY	●
30	SHADOW BALL	GHO	●
32	DOUBLE TEAM	NRM	●
33	REFLECT	PSY	●
34	SHOCK WAVE	ELC	●
37	SANDSTORM	RCK	●
40	AERIAL ACE	FLY	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
47	STEEL WING	STL	●
H1	CUT	NRM	●
H2	FLY	FLY	●
H3	SURF	WTR	●
H5	FLASH	NRM	●
H7	WATERFALL	WTR	●
H8	DIVE	WTR	●

#198 KYOGRE

NONE

TYPE: **WATER** ABILITY: **DRIZZLE**



HP	SPEED	ATTACK	DEFENSE	SA	SD
■■□□	■■■□	■■■□	■■□□	■■■■	■■■□

LEVEL-UP MOVES

MOVE	TYPE	#198
WATER PULSE	WTR	1
SCARY FACE	NRM	5
ANCIENTPOWER	RCK	15
BODY SLAM	NRM	20
CALM MIND	PSY	30
ICE BEAM	ICE	35
HYDRO PUMP	WTR	45
REST	PSY	50
SHEER COLD	ICE	60
DOUBLE-EDGE	NRM	65
WATER SPOUT	WTR	75

TM & HM MOVES

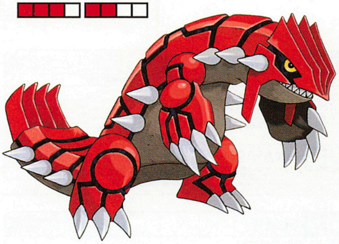
#	MOVE	TYPE	#198
03	WATER PULSE	WTR	●
04	CALM MIND	PSY	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
07	HAIL	ICE	●
10	HIDDEN POWER	NRM	●
13	ICE BEAM	ICE	●
14	BLIZZARD	ICE	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	SAFEGUARD	NRM	●
21	FRUSTRATION	NRM	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
31	BRICK BREAK	FTG	●
32	DOUBLE TEAM	NRM	●
34	SHOCK WAVE	ELC	●
39	ROCK TOMB	RCK	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
H3	SURF	WTR	●
H4	STRENGTH	NRM	●
H6	ROCK SMASH	FTG	●
H7	WATERFALL	WTR	●
H8	DIVE	WTR	●

#199 GROUDON

NONE

TYPE: **GROUND** ABILITY: **DROUGHT**

HP	SPEED	ATTACK	DEFENSE	SA	SD
■■□□	■■■□	■■■■	■■■□	■■■□	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#199
MUD SHOT	GRD	1
SCARY FACE	NRM	5
ANCIENTPOWER	RCK	15
SLASH	NRM	20
BULK UP	FTG	30
EARTHQUAKE	GRD	35
FIRE BLAST	FIRE	45
REST	PSY	50
FISSURE	GRD	60
SOLARBEAM	GRS	65
ERUPTION	FIRE	75

TM & HM MOVES

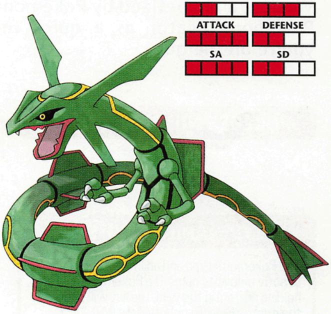
#	MOVE	TYPE	#199
02	DRAGON CLAW	DRG	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
08	BULK UP	FTG	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
20	SAFEGUARD	NRM	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
23	IRON TAIL	STL	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
28	DIG	GRD	●
31	BRICK BREAK	FTG	●
32	DOUBLE TEAM	NRM	●
34	SHOCK WAVE	ELC	●
35	FLAMETHROWER	FIRE	●
37	SANDSTORM	RCK	●
38	FIRE BLAST	FIRE	●
39	ROCK TOMB	RCK	●
40	AERIAL ACE	FLY	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
50	OVERHEAT	FIRE	●
H1	CUT	NRM	●
H4	STRENGTH	NRM	●
H6	ROCK SMASH	FTG	●

#200 RAYQUAZA

NONE

TYPE: **DRAGON-FLYING** ABILITY: **AIR LOCK**

HP	SPEED	ATTACK	DEFENSE	SA	SD
■■□□	■■■□	■■■■	■■□□	■■■■	■■□□



LEVEL-UP MOVES

MOVE	TYPE	#200
TWISTER	DRG	1
SCARY FACE	NRM	5
ANCIENTPOWER	RCK	15
DRAGON CLAW	DRG	20
DRAGON DANCE	DRG	30
CRUNCH	DRK	35
FLY	FLY	45
REST	PSY	50
EXTREMESPEED	NRM	60
OUTRAGE	DRG	65
HYPER BEAM	NRM	75

TM & HM MOVES

#	MOVE	TYPE	#200
02	DRAGON CLAW	DRG	●
03	WATER PULSE	WTR	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
08	BULK UP	FTG	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIRE	●
13	ICE BEAM	ICE	●
14	BLIZZARD	ICE	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
23	IRON TAIL	STL	●
24	THUNDERBOLT	ELC	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
31	BRICK BREAK	FTG	●
32	DOUBLE TEAM	NRM	●
34	SHOCK WAVE	ELC	●
35	FLAMETHROWER	FIRE	●
37	SANDSTORM	RCK	●
38	FIRE BLAST	FIRE	●
40	AERIAL ACE	FLY	●
42	FACADE	NRM	●
43	SECRET POWER	NRM	●
44	REST	PSY	●
50	OVERHEAT	FIRE	●
H2	FLY	FLY	●
H3	SURF	WTR	●
H4	STRENGTH	NRM	●
H6	ROCK SMASH	FTG	●
H7	WATERFALL	WTR	●
H8	DIVE	WTR	●

POKéMON LOCATOR

The Pokémon Locator shows where and how to find every Pokémon in Ruby Version and Sapphire Version, alphabetized by Pokémon name. Use the Pokémon Locator as a quick reference when you're on the go!

POKéDEX NUMBER & NAME

TYPE, ABILITY & ITEM

The Pokémon's type and ability are listed directly below its name. If a Pokémon could be holding an item in the wild, the list will show the item as Rare (R) or Very Rare (VR). Wild Pokémon don't always hold items.

WHERE OR HOW TO OBTAIN

Each area a Pokémon appears in is listed on the left side. In cases where a Pokémon appears in many areas, the areas are listed in the following order: towns & cities, routes, dungeons and others. Some Pokémon appear only after they evolve.

#57 GEODUDE MINERAL (PAGE 116)

TYPE: ROCK-GROUND ABILITY: ROCK HEAD/STURDY ITEM: EVERSTONE (VR)

GRANITE CAVE (GROUND FLOOR)	SOME
VICTORY ROAD (B1F)	SOME (ROCK SMASH)
ROUTES 111 & 114	MANY (ROCK SMASH)
GRANITE CAVE (B2F) & SAFARI ZONE (NORTHEAST)	MANY (ROCK SMASH)

#164 GIRAFARIG FIELD (PAGE 137)

TYPE: NORMAL-PSYCHIC ABILITY: INNER FOCUS/EARLY BIRD ITEM: PERSIM BERRY (VR)

SAFARI ZONE (SOUTHEAST & SOUTHWEST)	SOME

#172 GLALIE MINERAL/FAIRY (PAGE 138)

TYPE: ICE ABILITY: INNER FOCUS

EVOLVES FROM SNORUNT (LEVEL 42)

#89 GLOOM GRASS (PAGE 122)

TYPE: GRASS-POISON ABILITY: CHLOROPHYLL

EVOLVE FROM ODDISH (LEVEL 21)	
ROUTES 121 & 123	FEW
SAFARI ZONE (SOUTHEAST & SOUTHWEST)	FEW
SAFARI ZONE (NORTHEAST & NORTHWEST)	SOME

#64 GOLBAT FLYING (PAGE 117)

TYPE: POISON-FLYING ABILITY: INNER FOCUS

EVOLVES FROM ZUBAT (LEVEL 22)	
SHOAL CAVE (ENTRANCE, GROUND FLOOR, B1F, B2F & SMALL ICE ROOM)	FEW
SEAFLOOR CAVERN, SKY PILLAR (GROUND FLOOR, 2F & 4F) & VICTORY ROAD (GROUND FLOOR)	SOME
CAVE OF ORIGIN (ENTRANCE, GROUND FLOOR - B3F)	SOME
VICTORY ROAD (B1F & B2F) & METEOR FALLS (GROUND FLOOR & 1F)	MANY
SEAFLOOR CAVERN	FEW
VICTORY ROAD (B2F) & METEOR FALLS (GROUND FLOOR & 1F)	MANY

#50 GOLDEEN WATER 2 (PAGE 114)

TYPE: WATER ABILITY: SWIFT SWIM/WATER VEIL

PETALBURG CITY	SOME (OLD ROD & GOOD ROD)
ROUTES 102, 111, 114, 117 & 120	SOME (OLD ROD & GOOD ROD)
VICTORY ROAD (B2F) & METEOR FALLS (ENTRANCE, GROUND FLOOR & 1F)	SOME (OLD ROD & GOOD ROD)
SAFARI ZONE (NORTHWEST & SOUTHWEST)	SOME (OLD ROD) & MANY(GOOD ROD & SUPER ROD)

#159 GOLDUCK FIELD/WATER 1 (PAGE 136)

TYPE: WATER ABILITY: DAMP/CLOUD NINE

EVOLVES FROM PSYDUCK (LEVEL 33)	
SAFARI ZONE (NORTHWEST)	FEW

#59 GOLEM MINERAL (PAGE 116)

TYPE: ROCK-GROUND ABILITY: ROCK HEAD/STURDY

EVOLVES FROM GRAVELER (TRADE)

#178 GOREBYSS WATER 1 (PAGE 139)

TYPE: WATER ABILITY: SWIFT SWIM

EVOLVES FROM CLAMPERL (TRADE & DEEPSEASCALE)

#58 GRAVELER MINERAL (PAGE 116)

TYPE: ROCK-GROUND ABILITY: ROCK HEAD/STURDY ITEM: EVERSTONE (VR)

EVOLVES FROM GEODUDE (LEVEL 25)	
VICTORY ROAD (B1F)	MANY (ROCK SMASH)

HOW-TO-CATCH ICONS

The icons next to each Pokémon's name indicate the ways in which you can obtain the Pokémon. Sometimes there's more than one way.

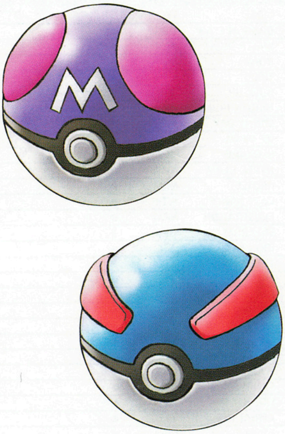
- CATCH THE POKéMON IN THE WILD
- USE ROCK SMASH TO CATCH THE POKéMON IN THE WILD
- USE SURF TO CATCH THE POKéMON IN THE WILD
- USE A FISHING ROD TO CATCH THE POKéMON IN THE WILD
- HATCH THE POKéMON FROM AN EGG YOU RECEIVE AT THE POKéMON DAY CARE
- OBTAIN THE POKéMON BY ACCOMPLISHING A TASK

POKéMON PLENITUDE

How plentiful Pokémon are in the wild is broken down into three levels—Many, Some and Few. If you need to do something special to obtain the Pokémon, such as use Rock Smash or a certain rod, the special item or action will be listed.

EGG TYPE & POKéDEX PAGE

The upper-right corner lists the Egg type that a Pokémon appears in at the Pokémon Day Care and the page that a Pokémon appears on in this guide. Sometimes more than one Egg type will be listed. See page 16 for more on Egg types.



#39 ABRA ◉ 🥚
HUMAN-LIKE (PAGE 113)

TYPE: **PSYCHIC** ABILITY: **SYNCHRONIZE/INNER FOCUS** ITEM: **TWISTEDSPOON (VR)**

GRANITE CAVE (GROUND FLOOR-B2F)	SOME

#152 ABSOL ◉ 🥚
FIELD (PAGE 134)

TYPE: **DARK** ABILITY: **PRESSURE**

ROUTE 120	FEW

#72 AGGRON
MONSTER (PAGE 118)

TYPE: **STEEL-ROCK** ABILITY: **STURDY/ROCK HEAD**

EVOLVES FROM LAIRON (LEVEL 42)

#41 ALAKAZAM
HUMAN-LIKE (PAGE 113)

TYPE: **PSYCHIC** ABILITY: **SYNCHRONIZE/INNER FOCUS**

EVOLVES FROM KADABRA (TRADE)

#122 ALTARIA ◉
FLYING/DRAGON (PAGE 128)

TYPE: **DRAGON-FLYING** ABILITY: **NATURAL CURE**

EVOLVES FROM SWABLU (LEVEL 35)

SKY PILLAR (5F)	FEW

#135 ANORITH 🥚 🎁
WATER 3 (PAGE 131)

TYPE: **ROCK-BUG** ABILITY: **BATTLE ARMOR**

ROUTE 111	BRING THE CLAW FOSSIL TO THE DEVON CORPORATION (ONLY ONE)

#136 ARMALDO
WATER 3 (PAGE 131)

TYPE: **ROCK-BUG** ABILITY: **BATTLE ARMOR**

EVOLVES FROM ANORITH (LEVEL 40)

#70 ARON ◉ 🥚
MONSTER (PAGE 118)

TYPE: **STEEL-ROCK** ABILITY: **STURDY/ROCK HEAD** ITEM: **HARD STONE (VR)**

VICTORY ROAD (GROUND FLOOR)	FEW
GRANITE CAVE (GROUND FLOOR IN THE SMALL ROOM)	SOME
GRANITE CAVE (B1F - B2F)	MANY

#56 AZUMARILL
FAIRY/WATER 1 (PAGE 115)

TYPE: **WATER** ABILITY: **THICK FAT/HUGE POWER**

EVOLVES FROM MARILL (LEVEL 18)

#54 AZURILL 🥚
NONE (PAGE 115)

TYPE: **NORMAL** ABILITY: **THICK FAT/HUGE POWER**

MUST HATCH FROM AN EGG YOU RECEIVE AT THE POKéMON DAY CARE

#187 BAGON ◉ 🥚
DRAGON (PAGE 142)

TYPE: **DRAGON** ABILITY: **ROCK HEAD** ITEM: **DRAGON SCALE (VR)**

METEOR FALLS (GROUND FLOOR IN THE SMALL ROOM)	SOME

#131 BALTOY ◉
NONE (PAGE 130)

TYPE: **GROUND-PSYCHIC** ABILITY: **LEVITATE**

ROUTE 111 (DESERT RUINS)	SOME

#147 BANETTE ◉
AMORPHOUS (PAGE 133)

TYPE: **GHOST** ABILITY: **INSOMNIA** ITEM: **SPELL TAG (VR)**

EVOLVES FROM SHUPPET (LEVEL 37)

SKY PILLAR (GROUND FLOOR, 2F & 4F)	SOME (SAPPHIRE ONLY)

#127 BARBOACH 🎣 🥚
WATER 2 (PAGE 130)

TYPE: **WATER-GROUND** ABILITY: **OBLIVIOUS**

ROUTES 111, 114 & 120	SOME (GOOD ROD) & MANY (SUPER ROD)
VICTORY ROAD & METEOR FALLS	SOME (GOOD ROD) & MANY (SUPER ROD)

#16 BEAUTIFLY
BUG (PAGE 109)

TYPE: **BUG-FLYING** ABILITY: **SWARM**

EVOLVES FROM SILCOON (LEVEL 10)

#190 BELDUM 🎁
NONE (PAGE 142)

TYPE: **STEEL-PSYCHIC** ABILITY: **CLEAR BODY**

MOSSDEEP CITY	RECEIVE AT STEVEN'S HOUSE AFTER YOU BECOME THE POKéMON CHAMPION

#91 BELLOSSOM
GRASS (PAGE 122)

TYPE: **GRASS** ABILITY: **CHLOROPHYLL**

EVOLVES FROM GLOOM (SUN STONE)

#6 BLAZIKEN
FIELD (PAGE 107)

TYPE: **FIRE-FIGHTING** ABILITY: **BLAZE**

EVOLVES FROM COMBUSKEN (LEVEL 36)

#35 BRELOOM
GRASS/FAIRY (PAGE 112)

TYPE: **GRASS-FIGHTING** ABILITY: **EFFECT SPORE**

EVOLVES FROM SHROOMISH (LEVEL 23)

#119 CACNEA ◉ 🥚
GRASS/HUMAN-LIKE (PAGE 128)

TYPE: **GRASS** ABILITY: **SAND VEIL** ITEM: **POISON BARB (VR)**

ROUTE 111 (DESERT RUINS)	SOME

#120 CACTURNE
NONE (PAGE 128)

TYPE: **GRASS-DARK** ABILITY: **SAND VEIL**

EVOLVES FROM CACNEA (LEVEL 32)

#102 CAMERUPT
FIELD (PAGE 124)

TYPE: **FIRE-GROUND** ABILITY: **MAGMA ARMOR**

EVOLVES FROM NUMEL (LEVEL 33)

#97 CARVANHA 🎣 🥚
WATER 2 (PAGE 123)

TYPE: **WATER-DARK** ABILITY: **ROUGH SKIN**

ROUTES 118 & 119	SOME (GOOD ROD) & MANY (SUPER ROD)

#17 CASCOON ◉
BUG (PAGE 109)

TYPE: **BUG** ABILITY: **SHED SKIN**

EVOLVES FROM WURMPLE (LEVEL 7)

PETALBURG WOODS	SOME

#142 CASTFORM
FAIRY/AMORPHOUS (PAGE 132)

TYPE: **NORMAL** ABILITY: **FORECAST**

ROUTE 119	RECEIVE THIS POKéMON AT THE WEATHER INSTITUTE

#151 CHIMECHO
AMORPHOUS (PAGE 134)

TYPE: **PSYCHIC** ABILITY: **LEVITATE**

MT. PYRE (SUMMIT)	FEW

#181 CHINCHOU
WATER 2 (PAGE 140)

TYPE: **WATER-ELECTRIC** ABILITY: **VOLT ABSORB/ILLUMINATE** ITEM: **YELLOW SHARD (VR)**

ROUTES 124 & 126 (OCEAN FLOOR)	SOME

#176 CLAMPERL
WATER 1 (PAGE 139)

TYPE: **WATER** ABILITY: **SHELL ARMOR** ITEM: **BLUE SHARD (VR)**

ROUTES 124 & 126 (OCEAN FLOOR)	MANY

#132 CLAYDOL
NONE (PAGE 130)

TYPE: **GROUND-PSYCHIC** ABILITY: **LEVITATE**

EVOLVES FROM BALTOY (LEVEL 36)	
SKY PILLAR (GROUND FLOOR, 2F & 4F)	SOME

#5 COMBUSKEN
FIELD (PAGE 107)

TYPE: **FIRE-FIGHTING** ABILITY: **BLAZE**

EVOLVES FROM TORCHIC (LEVEL 16)

#129 CORPHISH
WATER 1/WATER 3 (PAGE 130)

TYPE: **WATER** ABILITY: **HYPER CUTTER/SHELL ARMOR**

ROUTES 102 & 117 & PETALBURG CITY	SOME (GOOD ROD) & MANY (SUPER ROD)

#180 CORSOLA
WATER 1/WATER 3 (PAGE 140)

TYPE: **WATER-ROCK** ABILITY: **HUSTLE/NATURAL CURE** ITEM: **RED SHARD (VR)**

EVER GRANDE CITY	SOME (SUPER ROD)
ROUTE 128	SOME (SUPER ROD)
PACIFIDLOG TOWN	TRADE FOR A BELLOSSOM

#134 CRADILY
WATER 3 (PAGE 131)

TYPE: **ROCK-GRASS** ABILITY: **SUCTION CUPS**

EVOLVES FROM LILEEP (LEVEL 40)

#130 CRAWDAUNT
WATER 1/WATER 3 (PAGE 130)

TYPE: **WATER-DARK** ABILITY: **HYPER CUTTER/SHELL ARMOR**

EVOLVES FROM CORPHISH (LEVEL 30)

#65 CROBAT
FLYING (PAGE 117)

TYPE: **POISON-FLYING** ABILITY: **INNER FOCUS**

EVOLVES FROM GOLBAT (FRIENDSHIP)

#62 DELCATTY
FAIRY/FIELD (PAGE 116)

TYPE: **NORMAL** ABILITY: **CUTE CHARM**

EVOLVES FROM SKITTY (MOON STONE)

#93 DODRIO
FLYING (PAGE 122)

TYPE: **NORMAL-FLYING** ABILITY: **RUN AWAY/EARLY BIRD** ITEM: **SHARP BEAK (VR)**

EVOLVES FROM DODUO (LEVEL 31)	
SAFARI ZONE (NORTHWEST)	FEW

#92 DODUO
FLYING (PAGE 122)

TYPE: **NORMAL-FLYING** ABILITY: **RUN AWAY/EARLY BIRD** ITEM: **SHARP BEAK (VR)**

SAFARI ZONE (SOUTHEAST, NORTHWEST & SOUTHWEST)	SOME

#166 DONPHAN
FIELD (PAGE 137)

TYPE: **GROUND** ABILITY: **STURDY**

EVOLVES FROM PHANPY (LEVEL 25)

#149 DUSCLOPS
AMORPHOUS (PAGE 133)

TYPE: **GHOST** ABILITY: **PRESSURE** ITEM: **SPELL TAG (VR)**

EVOLVES FROM DUSKULL (LEVEL 37)	
SKY PILLAR (GROUND FLOOR, 2F & 4F)	SOME (RUBY ONLY)

#148 DUSKULL
AMORPHOUS (PAGE 133)

TYPE: **GHOST** ABILITY: **PRESSURE** ITEM: **SPELL TAG (VR)**

ROUTES 121 & 123	SOME (RUBY ONLY)
MT. PYRE (4 - 6F & SUMMIT)	MANY (RUBY) & SOME (SAPPHIRE)
MT. PYRE (GROUND FLOOR - 3F & OUTSIDE IN THE GRASS)	SOME (RUBY ONLY)

#18 DUSTOX
BUG (PAGE 109)

TYPE: **BUG-POISON** ABILITY: **SHIELD DUST**

EVOLVES FROM CASCOON (LEVEL 10)

#78 ELECTRIKE
FIELD (PAGE 119)

TYPE: **ELECTRIC** ABILITY: **STATIC/LIGHTNINGROD**

ROUTES 110 & 118	MANY

#85 ELECTRODE
NONE (PAGE 121)

TYPE: **ELECTRIC** ABILITY: **SOUNDPROOF/STATIC**

EVOLVES FROM VOLTORB (LEVEL 30)	
NEW MAUVILLE	FEW
TEAM AQUA OR TEAM MAGMA'S HIDEOUT	MIMICKING ITEM BALL

#47 EXPLOUD
MONSTER/FIELD (PAGE 114)

TYPE: **NORMAL** ABILITY: **SOUNDPROOF**

EVOLVES FROM LOUDRED (LEVEL 40)

#140 FEEBAS
DRAGON/WATER 1 (PAGE 132)

TYPE: **WATER** ABILITY: **SWIFT SWIM**

ROUTE 119	(THERE ARE SIX PLACES TO FISH ALONG ROUTE 119. WHERE FEEBAS APPEARS CHANGES WHEN YOU CHANGE THE TRENDY PHRASE IN DEWFORD TOWN.)

#118 FLYGON
BUG (PAGE 127)

TYPE: **GROUND-DRAGON** ABILITY: **LEVITATE**

EVOLVES FROM VIBRAVA (LEVEL 45)

#31 GARDEVOIR
AMORPHOUS (PAGE 111)

TYPE: **PSYCHIC** ABILITY: **SYNCHRONIZE/TRACE**

EVOLVES FROM KIRLIA (LEVEL 30)

#57 GEODUDE

MINERAL
(PAGE 116)

TYPE: **ROCK-GROUND** ABILITY: **ROCK HEAD/STURDY** ITEM: **EVERSTONE (VR)**

GRANITE CAVE (GROUND FLOOR)	SOME
VICTORY ROAD (B1F)	SOME (ROCK SMASH)
ROUTES 111 & 114	MANY (ROCK SMASH)
GRANITE CAVE (B2F) & SAFARI ZONE (NORTHEAST)	MANY (ROCK SMASH)

#164 GIRAFARIG

FIELD
(PAGE 137)

TYPE: **NORMAL-PSYCHIC** ABILITY: **INNER FOCUS/EARLY BIRD** ITEM: **PERSIM BERRY (VR)**

SAFARI ZONE (SOUTHEAST & SOUTHWEST)	SOME

#172 GLALIE

MINERAL/FAIRY
(PAGE 138)

TYPE: **ICE** ABILITY: **INNER FOCUS**

EVOLVES FROM SNORUNT (LEVEL 42)

#89 GLOOM

GRASS
(PAGE 122)

TYPE: **GRASS-POISON** ABILITY: **CHLOROPHYLL**

EVOLVE FROM ODDISH (LEVEL 21)

ROUTES 121 & 123	FEW
SAFARI ZONE (SOUTHEAST & SOUTHWEST)	FEW
SAFARI ZONE (NORTHEAST & NORTHWEST)	SOME

#64 GOLBAT

FLYING
(PAGE 117)

TYPE: **POISON-FLYING** ABILITY: **INNER FOCUS**

EVOLVES FROM ZUBAT (LEVEL 22)

SHOAL CAVE (ENTRANCE, GROUND FLOOR, B1F, B2F & SMALL ICE ROOM)	FEW
SEAFLOOR CAVERN, SKY PILLAR (GROUND FLOOR, 2F & 4F) & VICTORY ROAD (GROUND FLOOR)	SOME
CAVE OF ORIGIN (ENTRANCE, GROUND FLOOR - B3F)	SOME
VICTORY ROAD (B1F & B2F) & METEOR FALLS (GROUND FLOOR & 1F)	MANY
SEAFLOOR CAVERN	FEW
VICTORY ROAD (B2F) & METEOR FALLS (GROUND FLOOR & 1F)	MANY

#50 GOLDEEN

WATER 2
(PAGE 114)

TYPE: **WATER** ABILITY: **SWIFT SWIM/WATER VEIL**

PETALBURG CITY	SOME (OLD ROD & GOOD ROD)
ROUTES 102, 111, 114, 117 & 120	SOME (OLD ROD & GOOD ROD)
VICTORY ROAD (B2F) & METEOR FALLS (ENTRANCE, GROUND FLOOR & 1F)	SOME (OLD ROD & GOOD ROD)
SAFARI ZONE (NORTHWEST & SOUTHWEST)	SOME (OLD ROD) & MANY(GOOD ROD & SUPER ROD)

#159 GOLDUCK

FIELD/WATER 1
(PAGE 136)

TYPE: **WATER** ABILITY: **DAMP/CLOUD NINE**

EVOLVES FROM PSYDUCK (LEVEL 33)

SAFARI ZONE (NORTHWEST)	FEW

#59 GOLEM

MINERAL
(PAGE 116)

TYPE: **ROCK-GROUND** ABILITY: **ROCK HEAD/STURDY**

EVOLVES FROM GRAVELER (TRADE)

#178 GOREBYSS

WATER 1
(PAGE 139)

TYPE: **WATER** ABILITY: **SWIFT SWIM**

EVOLVES FROM CLAMPERL (TRADE & DEEPSEASCALE)

#58 GRAVELER

MINERAL
(PAGE 116)

TYPE: **ROCK-GROUND** ABILITY: **ROCK HEAD/STURDY** ITEM: **EVERSTONE (VR)**

EVOLVES FROM GEODUDE (LEVEL 25)

VICTORY ROAD (B1F)	MANY (ROCK SMASH)

#106 GRIMER

AMORPHOUS
(PAGE 125)

TYPE: **POISON** ABILITY: **STENCH/STICKY HOLD** ITEM: **NUGGET (VR)**

FIERY PATH	FEW (RUBY) & SOME (SAPPHIRE)

#199 GROUDON

NONE
(PAGE 145)

TYPE: **GROUND** ABILITY: **DROUGHT**

CAVE OF ORIGIN (B4F)	AFTER AWAKENING GROUDON IN THE SEAFLOOR CAVERN (RUBY ONLY, ONLY ONE)

#2 GROVYLE

MONSTER/DRAGON
(PAGE 107)

TYPE: **GRASS** ABILITY: **OVERGROW**

EVOLVES FROM TREECKO (LEVEL 16)

#111 GRUMPIG

FIELD
(PAGE 126)

TYPE: **PSYCHIC** ABILITY: **THICK FAT/OWN TEMPO**

EVOLVES FROM SPOINK (LEVEL 32)

#95 GULPIN

AMORPHOUS
(PAGE 123)

TYPE: **POISON** ABILITY: **LIQUID OOZE/STICKY HOLD** ITEM: **BIG PEARL (VR)**

ROUTE 110	SOME

#53 GYARADOS

DRAGON/WATER 2
(PAGE 115)

TYPE: **WATER-FLYING** ABILITY: **INTIMIDATE**

EVOLVES FROM MAGIKARP (LEVEL 20)

SOOTOPOLIS CITY	SOME (SUPER ROD)

#49 HARIYAMA

HUMAN-LIKE
(PAGE 114)

TYPE: **FIGHTING** ABILITY: **THICK FAT/GUTS** ITEM: **KING'S ROCK (VR)**

EVOLVES FROM MAKUHITA (LEVEL 24)

VICTORY ROAD (GROUND FLOOR)	SOME
VICTORY ROAD (B1F)	MANY

#168 HERACROSS

BUG
(PAGE 138)

TYPE: **BUG-FIGHTING** ABILITY: **SWARM/GUTS**

SAFARI ZONE (NORTHEAST)	FEW

#184 HORSEA

DRAGON/WATER 1
(PAGE 141)

TYPE: **WATER** ABILITY: **SWIFT SWIM** ITEM: **DRAGON SCALE (VR)**

ROUTES 132 - 134	SOME (SUPER ROD)

#177 HUNTAIL

WATER 1
(PAGE 139)

TYPE: **WATER** ABILITY: **SWIFT SWIM**

EVOLVES FROM CLAMPERL (TRADE & DEEPSEATOOTH)

#137 IGGLYBUFF

NONE
(PAGE 131)

TYPE: **NORMAL** ABILITY: **CUTE CHARM**

MUST HATCH FROM AN EGG YOU RECEIVE AT THE POKéMON DAY CARE

#87 ILLUMISE

BUG/HUMAN-LIKE
(PAGE 121)

TYPE: **BUG** ABILITY: **OBLIVIOUS**

ROUTE 117	SOME (RUBY) & FEW (SAPPHIRE)

#138 JIGGLYPUFF ◎

FAIRY
(PAGE 131)

TYPE: **NORMAL** ABILITY: **CUTE CHARM**

EVOLVES FROM IGGLYBUFF (FRIENDSHIP)

ROUTE 115	SOME

#40 KADABRA

HUMAN-LIKE
(PAGE 113)

TYPE: **PSYCHIC** ABILITY: **SYNCHRONIZE/INNER FOCUS**

EVOLVES FROM ABRA (LEVEL 16)

#145 KECLEON ◎ 🥚 👤

FIELD
(PAGE 133)

TYPE: **NORMAL** ABILITY: **COLOR CHANGE** ITEM: **PERSIM BERRY (VR)**

ROUTES 118 - 121 & 123	FEW
ROUTE 120	FIND WITH DEVON SCOPE

#186 KINGDRA

DRAGON/WATER 1
(PAGE 141)

TYPE: **WATER-DRAGON** ABILITY: **SWIFT SWIM**

EVOLVES FROM SEADRA (TRADE & DRAGON SCALE)

#30 KIRLIA

AMORPHOUS
(PAGE 111)

TYPE: **PSYCHIC** ABILITY: **SYNCHONIZE/TRACE**

EVOLVES FROM RALTS (LEVEL 20)

#108 KOFFING ◎ 🥚

AMORPHOUS
(PAGE 125)

TYPE: **POISON** ABILITY: **LEVITATE** ITEM: **SMOKE BALL (VR)**

FIERY PATH	SOME (RUBY) & FEW (SAPPHIRE)

#198 KYOGRE 👤

NONE
(PAGE 145)

TYPE: **WATER** ABILITY: **DRIZZLE**

CAVE OF ORIGIN (B4F)	AFTER AWAKENING KYOGRE IN THE SEAFLOOR CAVERN (SAPPHIRE ONLY, ONLY ONE)

#71 LAIRON ◎

MONSTER
(PAGE 118)

TYPE: **STEEL-ROCK** ABILITY: **STURDY/ROCK HEAD** ITEM: **HARD STONE (VR)**

EVOLVES FROM ARON (LEVEL 32)

VICTORY ROAD (GROUND FLOOR - B2F)	SOME
SAFARI ZONE (NORTHWEST)	FEW

#182 LANTURN

WATER 2
(PAGE 140)

TYPE: **WATER-ELECTRIC** ABILITY: **VOLT ABSORB/ILLUMINATE**

EVOLVES FROM CHINCHOU (LEVEL 27)

#196 LATIAS 👤

NONE
(PAGE 144)

TYPE: **DRAGON-PSYCHIC** ABILITY: **LEVITATE**

UNCERTAIN	APPEARS AFTER YOU BECOME THE POKéMON CHAMPION (SAPPHIRE ONLY, ONLY ONE)

#197 LATIOS 👤

NONE
(PAGE 144)

TYPE: **DRAGON-PSYCHIC** ABILITY: **LEVITATE**

UNCERTAIN	APPEARS AFTER YOU BECOME THE POKéMON CHAMPION (RUBY ONLY, ONLY ONE)

#133 LILEEP 🥚 👤

WATER 3
(PAGE 131)

TYPE: **ROCK-GRASS** ABILITY: **SUCTION CUPS**

ROUTE 111	BRING THE ROOT FOSSIL TO THE DEVON CORPORATION

#13 LINOONE ◎

FIELD
(PAGE 109)

TYPE: **NORMAL** ABILITY: **PICKUP** ITEM: **ORAN BERRY (R)/SITRUS BERRY (VR)**

EVOLVES FROM ZIGZAGOON (LEVEL 20)

ROUTES 118 - 121 & 123	SOME

#20 LOMBRE ◎

GRASS/WATER 1
(PAGE 110)

TYPE: **WATER-GRASS** ABILITY: **SWIFT SWIM/RAIN DISH**

EVOLVES FROM LOTAD (LEVEL 14)

ROUTE 114	SOME (SAPPHIRE ONLY)

#19 LOTAD ◎ 🥚

GRASS/WATER 1
(PAGE 110)

TYPE: **WATER-GRASS** ABILITY: **SWIFT SWIM/RAIN DISH**

ROUTES 102 & 114	SOME (SAPPHIRE ONLY)

#46 LOUDRED ◎

MONSTER/FIELD
(PAGE 114)

TYPE: **NORMAL** ABILITY: **SOUNDPROOF** ITEM: **CHESTO BERRY (VR)**

EVOLVES FROM WHISMUR (LEVEL 20)

VICTORY ROAD (GROUND FLOOR)	SOME

#21 LUDICOLO

GRASS/WATER 1
(PAGE 110)

TYPE: **WATER-GRASS** ABILITY: **SWIFT SWIM/RAIN DISH**

EVOLVES FROM LOMBRE (WATER STONE)

#125 LUNATONE ◎ 🏄

NONE
(PAGE 129)

TYPE: **ROCK-PSYCHIC** ABILITY: **LEVITATE** ITEM: **MOON STONE (VR)**

METEOR FALLS (ENTRANCE & GROUND FLOOR IN SMALL ROOM)	SOME (SAPPHIRE ONLY)
METEOR FALLS (GROUND FLOOR & 1F)	MANY (SAPPHIRE ONLY)
METEOR FALLS (ENTRANCE, GROUND FLOOR & 1F)	SOME (SAPPHIRE ONLY)

#183 LUVDISC 🎣 🥚

WATER 2
(PAGE 141)

TYPE: **WATER** ABILITY: **SWIFT SWIM** ITEM: **HEART SCALE (R)**

EVER GRANDE CITY	SOME (GOOD ROD) & MANY (SUPER ROD)
ROUTE 128	SOME (GOOD ROD) & MANY (SUPER ROD)

#75 MACHAMP

HUMAN-LIKE
(PAGE 119)

TYPE: **FIGHTING** ABILITY: **GUTS**

EVOLVES FROM MACHOKE (TRADE)

#74 MACHOKE

HUMAN-LIKE
(PAGE 118)

TYPE: **FIGHTING** ABILITY: **GUTS**

EVOLVES FROM MACHOP (LEVEL 28)

#73 MACHOP ◎ 🥚

HUMAN-LIKE
(PAGE 118)

TYPE: **FIGHTING** ABILITY: **GUTS**

ROUTE 112	SOME
FIERY PATH & JAGGED PASS	SOME

#104 MAGCARGO

AMORPHOUS
(PAGE 124)

TYPE: **FIRE-ROCK** ABILITY: **MAGMA ARMOR/FLAME BODY**

EVOLVES FROM SLUGMA (LEVEL 38)

#52 MAGIKARP

DRAGON/WATER 2
(PAGE 115)

TYPE: **WATER** ABILITY: **SWIFT SWIM**

SOOTOPOLIS CITY	MANY
SLATEPORT CITY, PACIFIDLOG TOWN & EVER GRANDE CITY	MANY (OLD ROD & GOOD ROD)
PETALBURG CITY, MOSSDEEP CITY, LILYCOVE CITY & DEWFORD TOWN	MANY (OLD ROD & GOOD ROD)
SLATEPORT CITY, PACIFIDLOG TOWN & EVER GRANDE CITY	MANY (OLD ROD & GOOD ROD)
ROUTES 102, 103, 105 - 109, 110 & 111	MANY (OLD ROD & GOOD ROD)
ROUTES 114, 115, 117 - 123 & 124 - 134	MANY (OLD ROD & GOOD ROD)
SOOTOPOLIS CITY	MANY (ALL RODS)
ROUTE 104	MANY (ALL RODS)

#82 MAGNEMITE

NONE
(PAGE 120)

TYPE: **ELECTRIC-STEEL** ABILITY: **MAGNET PULL/STURDY** ITEM: **METAL COAT (VR)**

NEW MAUVILLE (INSIDE)	MANY

#83 MAGNETON

NONE
(PAGE 120)

TYPE: **ELECTRIC-STEEL** ABILITY: **MAGNET PULL/STURDY** ITEM: **METAL COAT (VR)**

EVOLVES FROM MAGNEMITE (LEVEL 30)	
NEW MAUVILLE (INSIDE)	FEW

#48 MAKUHITA

HUMAN-LIKE
(PAGE 114)

TYPE: **FIGHTING** ABILITY: **THICK FAT/GUTS**

GRANITE CAVE (B1F)	SOME
GRANITE CAVE (GROUND FLOOR)	MANY
VICTORY ROAD (GROUND FLOOR)	SOME
RUSTBORO CITY	EXCHANGE FOR A SLAKOTH

#79 MANECTRIC

FIELD
(PAGE 119)

TYPE: **ELECTRIC** ABILITY: **STATIC/LIGHTNINGROD**

EVOLVES FROM ELECTRIKE (LEVEL 26)	
ROUTE 118	SOME

#55 MARILL

FAIRY/WATER 1
(PAGE 115)

TYPE: **WATER** ABILITY: **THICK FAT/HUGE POWER**

EVOLVES FROM AZURILL (FRIENDSHIP)	
ROUTES 117 & 120	SOME
PETALBURG CITY	MANY
ROUTES 102, 111, 114, 117 & 120	MANY

#8 MARSHTOMP

MONSTER/WATER 1
(PAGE 108)

TYPE: **WATER-GROUND** ABILITY: **TORRENT**

EVOLVES FROM MUDKIP (LEVEL 16)

#33 MASQUERAIN

BUG/WATER 1
(PAGE 112)

TYPE: **BUG-FLYING** ABILITY: **INTIMIDATE**

EVOLVES FROM SURSKIT (LEVEL 22)

#69 MAWILE

FAIRY/FIELD
(PAGE 118)

TYPE: **STEEL** ABILITY: **HYPER CUTTER/INTIMIDATE**

GRANITE CAVE (B1F & B2F), SKY PILLAR (GROUND FLOOR, 2F & 4F)	SOME (RUBY ONLY)
CAVE OF ORIGIN (GROUND FLOOR - B3F)	SOME (RUBY ONLY)
VICTORY ROAD (B2F)	MANY (RUBY ONLY)

#77 MEDICHAM

HUMAN-LIKE
(PAGE 119)

TYPE: **FIGHTING-PSYCHIC** ABILITY: **PURE POWER**

EVOLVES FROM MEDITITE (LEVEL 37)	
VICTORY ROAD (B1F & B2F)	SOME

#76 MEDITITE

HUMAN-LIKE
(PAGE 119)

TYPE: **FIGHTING-PSYCHIC** ABILITY: **PURE POWER**

VICTORY ROAD (B1F)	FEW
MT. PYRE (OUTSIDE IN THE GRASS)	SOME

#192 METAGROSS

NONE
(PAGE 143)

TYPE: **STEEL-PSYCHIC** ABILITY: **CLEAR BODY**

EVOLVES FROM METANG (LEVEL 45)

#191 METANG

NONE
(PAGE 142)

TYPE: **STEEL-PSYCHIC** ABILITY: **CLEAR BODY**

EVOLVES FROM BELDUM (LEVEL 20)

#11 MIGHTYENA

FIELD
(PAGE 108)

TYPE: **DARK** ABILITY: **INTIMIDATE**

EVOLVES FROM POOCHYENA (LEVEL 18)

#141 MILOTIC

DRAGON/WATER 1
(PAGE 132)

TYPE: **WATER** ABILITY: **MARVEL SCALE**

EVOLVES FROM FEEBAS (HIGH BEAUTY)

#81 MINUN

FAIRY
(PAGE 120)

TYPE: **ELECTRIC** ABILITY: **MINUS**

ROUTE 110	SOME (RUBY) & FEW (SAPPHIRE)

#7 MUDKIP

MONSTER/WATER 1
(PAGE 108)

TYPE: **WATER** ABILITY: **TORRENT**

ROUTE 101	RECEIVE ONE FROM PROFESSOR BIRCH

#107 MUK

AMORPHOUS
(PAGE 125)

TYPE: **POISON** ABILITY: **STENCH/STICKY HOLD**

EVOLVES FROM GRIMER (LEVEL 38)

#162 NATU

FLYING
(PAGE 136)

TYPE: **PSYCHIC-FLYING** ABILITY: **SYNCHRONIZE/EARLY BIRD**

SAFARI ZONE (NORTHEAST, SOUTHEAST & SOUTHWEST)	SOME

#42 NINCADA

BUG
(PAGE 113)

TYPE: **BUG-GROUND** ABILITY: **COMPOUNDEYES**

ROUTE 116	SOME

#154 NINETALES

FIELD
(PAGE 135)

TYPE: **FIRE** ABILITY: **FLASH FIRE**

EVOLVES FROM VULPIX (FIRE STONE)

#43 NINJASK

BUG
(PAGE 113)

TYPE: **BUG-FLYING** ABILITY: **SPEED BOOST**

EVOLVES FROM NINCADA (LEVEL 20)

#60 NOSEPASS

MINERAL (PAGE 116)

TYPE: **ROCK** ABILITY: **STURDY/MAGNET PULL**

GRANITE CAVE (B2F)	SOME (ROCK SMASH)

#101 NUMEL

FIELD (PAGE 124)

TYPE: **FIRE-GROUND** ABILITY: **OBLIVIOUS** ITEM: **RAWST BERRY (R)/RAWST BERRY (VR)**

FIERY PATH	SOME
ROUTE 112	MANY
JAGGED PASS	MANY

#23 NUZLEAF

GRASS/FIELD (PAGE 110)

TYPE: **GRASS-DARK** ABILITY: **CHLOROPHYLL/EARLY BIRD**

EVOLVES FROM SEEDOT (LEVEL 14)	
ROUTE 114	SOME (RUBY ONLY)

#88 ODDISH

GRASS (PAGE 122)

TYPE: **GRASS-POISON** ABILITY: **CHLOROPHYLL**

ROUTES 110, 117, 119 - 121 & 123	SOME
SAFARI ZONE (NORTHEAST & NORTHWEST)	SOME
SAFARI ZONE (SOUTHEAST & SOUTHWEST)	MANY

#28 PELIPPER

FLYING/WATER 1 (PAGE 111)

TYPE: **WATER-FLYING** ABILITY: **KEEN EYE**

EVOLVES FROM WINGULL (LEVEL 25)	
SLATEPORT CITY, PACIFIDLOG TOWN, EVER GRANDE CITY & MOSSDEEP CITY	FEW
LILYCOVE CITY & DEWFORD TOWN	FEW
ROUTES 103, 104, 105 - 109, 110, 115, 118, 119, 121 - 123 & 124 - 134	FEW

#165 PHANPY

FIELD (PAGE 137)

TYPE: **GROUND** ABILITY: **PICK UP**

SAFARI ZONE (NORTHEAST)	SOME

#155 PICHU

NONE (PAGE 135)

TYPE: **ELECTRIC** ABILITY: **STATIC**

MUST HATCH FROM AN EGG YOU RECEIVE AT THE POKéMON DAY CARE

#156 PIKACHU

FAIRY/FIELD (PAGE 135)

TYPE: **ELECTRIC** ABILITY: **STATIC** ITEM: **ORAN BERRY (R)/LIGHT BALL (VR)**

EVOLVES FROM PICHU (FRIENDSHIP)	
SAFARI ZONE (SOUTHEAST & SOUTHWEST)	FEW

#167 PINSIR

BUG (PAGE 137)

TYPE: **BUG** ABILITY: **HYPER CUTTER**

SAFARI ZONE (NORTHWEST)	FEW

#80 PLUSLE

FAIRY (PAGE 120)

TYPE: **ELECTRIC** ABILITY: **PLUS**

ROUTE 110	FEW (RUBY), SOME (SAPPHIRE)

#10 POOCHYENA

FIELD (PAGE 108)

TYPE: **DARK** ABILITY: **RUN AWAY** ITEM: **PECHA BERRY (VR)**

ROUTES 101 - 103	SOME

#158 PSYDUCK

FIELD/WATER 1 (PAGE 136)

TYPE: **WATER** ABILITY: **DAMP/CLOUD NINE**

SAFARI ZONE (NORTHWEST & SOUTHWEST IN WATER)	MANY

#157 RAICHU

FAIRY/FIELD (PAGE 135)

TYPE: **ELECTRIC** ABILITY: **STATIC**

EVOLVES FROM PIKACHU (THUNDERSTONE)

#29 RALTS

AMORPHOUS (PAGE 111)

TYPE: **PSYCHIC** ABILITY: **SYNCHRONIZE/TRACE**

ROUTE 102	FEW

#200 RAYQUAZA

NONE (PAGE 145)

TYPE: **DRAGON-FLYING** ABILITY: **AIR LOCK**

SKY PILLAR (TOP)	APPEARS AFTER YOU BECOME THE POKéMON LEAGUE CHAMPION (ONLY ONE)

#194 REGICE

NONE (PAGE 143)

TYPE: **ICE** ABILITY: **CLEAR BODY**

ROUTE 105	INSIDE ISLAND CAVE (ONLY ONE)

#193 REGIROCK

NONE (PAGE 143)

TYPE: **ROCK** ABILITY: **CLEAR BODY**

ROUTE 111	INSIDE DESERT RUINS (ONLY ONE)

#195 REGISTEEL

NONE (PAGE 144)

TYPE: **STEEL** ABILITY: **CLEAR BODY**

ROUTE 120	INSIDE ANCIENT TOMB (ONLY ONE)

#179 RELICANTH

WATER 1/WATER 2 (PAGE 140)

TYPE: **WATER-ROCK** ABILITY: **SWIFT SWIM/ROCK HEAD** ITEM: **GREEN SHARD (VR)**

ROUTES 124 - 126 (OCEAN FLOOR)	FEW

#170 RHYDON

MONSTER/FIELD (PAGE 138)

TYPE: **GROUND-ROCK** ABILITY: **LIGHTNINGROD/ROCK HEAD**

EVOLVES FROM RHYHORN (LEVEL 42)

#169 RHYHORN

MONSTER/FIELD (PAGE 138)

TYPE: **GROUND-ROCK** ABILITY: **LIGHTNINGROD/ROCK HEAD**

SAFARI ZONE (NORTHWEST)	SOME

#94 ROSELIA

GRASS/FAIRY (PAGE 123)

TYPE: **GRASS-POISON** ABILITY: **NATURAL CURE/POISON POINT** ITEM: **POISON BARB (VR)**

ROUTE 117	SOME

#68 SABLEYE

HUMAN-LIKE (PAGE 117)

TYPE: **DARK-GHOST** ABILITY: **KEEN EYE**

GRANITE CAVE (B1F & B2F) & SKY PILLAR (GROUND FLOOR, 2F & 4F)	SOME (SAPPHIRE ONLY)
CAVE OF ORIGIN (GROUND FLOOR - B3F)	SOME (SAPPHIRE ONLY)
VICTORY ROAD (B2F)	MANY (SAPPHIRE ONLY)

#189 SALAMENCE
DRAGON (PAGE 142)

TYPE: **DRAGON** ABILITY: **INTIMIDATE**

EVOLVES FROM SHELGON (LEVEL 50)

#112 SANDSHREW ◉ 🥚
FIELD (PAGE 126)

TYPE: **GROUND** ABILITY: **SAND VEIL** ITEM: **QUICK CLAW (VR)**

ROUTE 113	SOME
ROUTE 111 (DESERT RUINS)	MANY

#113 SANDSLASH
FIELD (PAGE 126)

TYPE: **GROUND** ABILITY: **SAND VEIL**

EVOLVES FROM SANDSHREW (LEVEL 22)

#3 SCEPTILE
MONSTER/DRAGON (PAGE 107)

TYPE: **GRASS** ABILITY: **OVERGROW**

EVOLVES FROM GROVYLE (LEVEL 36)

#185 SEADRA
DRAGON/WATER 1 (PAGE 141)

TYPE: **WATER** ABILITY: **POISON POINT**

EVOLVES FROM HORSEA (LEVEL 32)

#51 SEAKING 🎣
WATER 2 (PAGE 115)

TYPE: **WATER** ABILITY: **SWIFT SWIM/WATER VEIL**

EVOLVES FROM GOLDEEN (LEVEL 33)

SAFARI ZONE (NORTHWEST & SOUTHWEST)	SOME (SUPER ROD)

#174 SEALEO
FIELD/WATER 1 (PAGE 139)

TYPE: **ICE-WATER** ABILITY: **THICK FAT**

EVOLVES FROM SPHEAL (LEVEL 32)

#22 SEEDOT ◉ 🥚
GRASS/FIELD (PAGE 110)

TYPE: **GRASS** ABILITY: **CHLOROPHYLL/EARLY BIRD**

ROUTES 102 & 114	SOME (RUBY ONLY)

#124 SEVIPER ◉ 🥚
DRAGON/FIELD (PAGE 129)

TYPE: **POISON** ABILITY: **SHED SKIN**

ROUTE 114	SOME (SAPPHIRE ONLY)

#98 SHARPEDO 🎣
WATER 2 (PAGE 123)

TYPE: **WATER-DARK** ABILITY: **ROUGH SKIN**

EVOLVES FROM CARVANHA (LEVEL 30)

PACIFIDLOG TOWN & MOSSDEEP CITY	MANY (SUPER ROD)
ROUTES 103, 118, 122, 124 - 127 & 129 - 134	MANY (SUPER ROD)

#44 SHEDINJA
NONE (PAGE 113)

TYPE: **BUG-GHOST** ABILITY: **WONDER GUARD**

EVOLVES FROM NINCADA (LEVEL 20)	YOU MUST HAVE AT LEAST ONE POKé BALL AND FIVE OR FEWER POKéMON IN YOUR PARTY

#188 SHELGON
DRAGON (PAGE 142)

TYPE: **DRAGON** ABILITY: **ROCK HEAD**

EVOLVES FROM BAGON (LEVEL 30)

#24 SHIFTRY
GRASS/FIELD (PAGE 110)

TYPE: **GRASS-DARK** ABILITY: **CHLOROPHYLL/EARLY BIRD**

EVOLVES FROM NUZLEAF (LEAF STONE)

#34 SHROOMISH ◉ 🥚
GRASS/FAIRY (PAGE 112)

TYPE: **GRASS** ABILITY: **EFFECT SPORE**

PETALBURG WOODS	SOME

#146 SHUPPET ◉ 🥚
AMORPHOUS (PAGE 133)

TYPE: **GHOST** ABILITY: **INSOMNIA** ITEM: **SPELL TAG (VR)**

ROUTES 121 & 123	SOME (SAPPHIRE ONLY)
MT. PYRE (GROUND FLOOR - 2F & OUTSIDE IN THE GRASS)	MANY (SAPPHIRE ONLY)
MT. PYRE (3F - 5F & SUMMIT)	SOME (RUBY) & MANY (SAPPHIRE)

#15 SILCOON ◉
BUG (PAGE 109)

TYPE: **BUG** ABILITY: **SHED SKIN**

EVOLVES FROM WURMPLE (LEVEL 7)

PETALBURG WOODS	SOME

#115 SKARMORY ◉ 🥚
FLYING (PAGE 127)

TYPE: **STEEL-FLYING** ABILITY: **KEEN EYE/STURDY**

ROUTE 113	FEW

#61 SKITTY ◉ 🥚 👥
FAIRY/FIELD (PAGE 116)

TYPE: **NORMAL** ABILITY: **CUTE CHARM** ITEM: **LEPPA BERRY (VR)**

ROUTE 116	FEW
FORTREE CITY	EXCHANGE FOR A PIKACHU

#38 SLAKING
FIELD (PAGE 112)

TYPE: **NORMAL** ABILITY: **TRUANT**

EVOLVES FROM VIGOROTH (LEVEL 36)

#36 SLAKOTH ◉ 🥚
FIELD (PAGE 112)

TYPE: **NORMAL** ABILITY: **TRUANT**

PETALBURG WOODS	FEW

#103 SLUGMA ◉ 🥚
AMORPHOUS (PAGE 124)

TYPE: **FIRE** ABILITY: **MAGMA ARMOR/FLAME BODY**

FIERY PATH	SOME

#171 SNORUNT ◉ 🥚
MINERAL/FAIRY (PAGE 138)

TYPE: **ICE** ABILITY: **INNER FOCUS**

SHOAL CAVE (B2F IN THE SMALL ICE ROOM)	SOME

#126 SOLROCK

NONE (PAGE 129)

TYPE: **ROCK-PSYCHIC** ABILITY: **LEVITATE** ITEM: **SUN STONE (VR)**

METEOR FALLS (ENTRANCE & GROUND FLOOR IN SMALL ROOM)	SOME (RUBY ONLY)
METEOR FALLS (GROUND FLOOR & 1F)	MANY (RUBY ONLY)
METEOR FALLS (ENTRANCE, GROUND FLOOR & 1F)	SOME (RUBY ONLY)

#173 SPHEAL

FIELD/WATER 1 (PAGE 139)

TYPE: **ICE-WATER** ABILITY: **THICK FAT**

SHOAL CAVE (ENTRANCE & GROUND FLOOR - B2F)	MANY
SHOAL CAVE (ENTRANCE & GROUND FLOOR AT HIGH TIDE)	SOME

#114 SPINDA

HUMAN-LIKE/FIELD (PAGE 126)

TYPE: **NORMAL** ABILITY: **OWN TEMPO** ITEM: **CHESTO BERRY (VR)**

ROUTE 113	MANY

#110 SPOINK

FIELD (PAGE 126)

TYPE: **PSYCHIC** ABILITY: **THICK FAT/OWN TEMPO**

JAGGED PASS	SOME

#144 STARMIE

NONE (PAGE 132)

TYPE: **WATER-PSYCHIC** ABILITY: **ILLUMINATE/NATURAL CURE**

EVOLVES FROM STARYU (WATER STONE)

#143 STARYU

NONE (PAGE 132)

TYPE: **WATER** ABILITY: **ILLUMINATE/NATURAL CURE** ITEM: **STARDUST (R)/STAR PIECE (VR)**

LILYCOVE CITY	SOME (SUPER ROD)

#32 SURSKIT

BUG/WATER 1 (PAGE 112)

TYPE: **BUG-WATER** ABILITY: **SWIFT SWIM**

ROUTES 102, 114, 117 & 120	FEW
ROUTES 102, 111, 114, 117 & 120	FEW

#121 SWABLU

FLYING/DRAGON (PAGE 128)

TYPE: **NORMAL-FLYING** ABILITY: **NATURAL CURE**

ROUTE 115	SOME
ROUTE 114	MANY

#96 SWALOT

AMORPHOUS (PAGE 123)

TYPE: **POISON** ABILITY: **LIQUID OOZE/STICKY HOLD**

EVOLVES FROM GULPIN (LEVEL 26)

#9 SWAMPERT

MONSTER/WATER 1 (PAGE 108)

TYPE: **WATER-GROUND** ABILITY: **TORRENT**

EVOLVES FROM MARSHTOMP (LEVEL 36)

#26 SWELLOW

FLYING (PAGE 111)

TYPE: **NORMAL-FLYING** ABILITY: **GUTS**

EVOLVES FROM TAILLOW (LEVEL 22)

ROUTE 115	SOME

#25 TAILLOW

FLYING (PAGE 111)

TYPE: **NORMAL-FLYING** ABILITY: **GUTS**

PETALBURG WOODS	FEW
ROUTES 104 & 116	SOME
ROUTE 115	MANY

#66 TENTACOOL

WATER 3 (PAGE 117)

TYPE: **WATER-POISON** ABILITY: **CLEAR BODY/LIQUID OOZE**

SLATEPORT CITY, PACIFIDLOG TOWN & EVER GRANDE CITY	MANY
MOSSDEEP CITY, LILYCOVE CITY & DEWFORD TOWN	MANY
ROUTES 103, 105 - 109, 110, 115, 118, 119, 121 - 123 & 124 - 134	MANY
SHOAL CAVE (ENTRANCE & GROUND FLOOR AT HIGH TIDE)	MANY
SEAFLOOR CAVERN & ABANDONED SHIP	MANY
EVER GRANDE CITY & SOOTOPOLIS CITY	SOME (OLD ROD)
ROUTE 128	SOME (OLD ROD)
SLATEPORT CITY, PACIFIDLOG TOWN & MOSSDEEP CITY	SOME (OLD ROD & GOOD ROD)
LILYCOVE CITY & DEWFORD TOWN	SOME (OLD ROD & GOOD ROD)
ROUTES 103, 105 - 109, 110, 115, 118, 119, 121 - 123 & 124 - 127	SOME (OLD ROD & GOOD ROD)
ROUTES 129 - 134	SOME (OLD ROD & GOOD ROD)
SHOAL CAVE (ENTRANCE & GROUND FLOOR AT HIGH TIDE) & SEAFLOOR CAVERN	SOME (OLD ROD & GOOD ROD)
ABONDONED SHIP	SOME (OLD ROD) & MANY (GOOD ROD & SUPER ROD)

#67 TENTACRUEL

WATER 3 (PAGE 117)

TYPE: **WATER-POISON** ABILITY: **CLEAR BODY/LIQUID OOZE**

EVOLVES FROM TENTACOOL (LEVEL 30)

ABANDONED SHIP (B1F)	FEW
ABANDONED SHIP (B1F)	SOME (SUPER ROD)

#4 TORCHIC

FIELD (PAGE 107)

TYPE: **FIRE** ABILITY: **BLAZE**

ROUTE 101	RECEIVE ONE FROM PROFESSOR BIRCH

#105 TORKOAL

FIELD (PAGE 125)

TYPE: **FIRE** ABILITY: **WHITE SMOKE**

FIERY PATH	SOME

#116 TRAPINCH

BUG (PAGE 127)

TYPE: **GROUND** ABILITY: **HYPER CUTTER/ARENA TRAP** ITEM: **SOFT SAND (VR)**

ROUTE 111 (DESERT RUINS)	MANY

#1 TREECKO

MONSTER/DRAGON (PAGE 107)

TYPE: **GRASS** ABILITY: **OVERGROW**

ROUTE 101	RECEIVE ONE FROM PROFESSOR BIRCH

#150 TROPIUS

GRASS/MONSTER (PAGE 134)

TYPE: **GRASS-FLYING** ABILITY: **CHLOROPHYLL**

ROUTE 119	FEW

#117 VIBRAVA

BUG (PAGE 127)

TYPE: **GROUND-DRAGON** ABILITY: **LEVITATE**

EVOLVES FROM TRAPINCH (LEVEL 35)

#37 VIGOROTH

FIELD (PAGE 112)

TYPE: **NORMAL** ABILITY: **VITAL SPIRIT**

EVOLVES FROM SLAKOTH (LEVEL 18)

#90 VILEPLUME
GRASS (PAGE 122)

TYPE: **GRASS-POISON** ABILITY: **CHLOROPHYLL**

EVOLVES FROM GLOOM (LEAF STONE)

#86 VOLBEAT
BUG/HUMAN-LIKE (PAGE 121)

TYPE: **BUG** ABILITY: **ILLUMINATE/SWARM**

ROUTE 117	FEW (RUBY) & SOME (SAPPHIRE)

#84 VOLTORB
NONE (PAGE 121)

TYPE: **ELECTRIC** ABILITY: **SOUNDPROOF/STATIC**

NEW MAUVILLE	MANY
NEW MAUVILLE	MIMICKING ITEM BALL

#153 VULPIX
FIELD (PAGE 135)

TYPE: **FIRE** ABILITY: **FLASH FIRE** ITEM: **RAWST BERRY (R)/RAWST BERRY (VR)**

MT. PYRE (OUTSIDE IN THE GRASS)	SOME

#99 WAILMER
FIELD/WATER 2 (PAGE 124)

TYPE: **WATER** ABILITY: **WATER VEIL/OBLIVIOUS**

SLATEPORT CITY, PACIFIDLOG TOWN & MOSSDEEP CITY	SOME (GOOD ROD) & MANY (SUPER ROD)
EVER GRANDE CITY, LILYCOVE CITY & DEWFORD TOWN	SOME (GOOD ROD) & MANY (SUPER ROD)
SHOAL CAVE (ENTRANCE & GROUND FLOOR AT HIGH TIDE)	SOME (GOOD ROD) & MANY (SUPER ROD)
SEAFLOOR CAVERN	SOME (GOOD ROD) & MANY (SUPER ROD)
ROUTES 103, 105 - 109, 110, 115 & 121 - 123	SOME (GOOD ROD) & MANY (SUPER ROD)
ROUTES 124 - 134	SOME (GOOD ROD) & MANY (SUPER ROD)

#100 WAILORD
FIELD/WATER 2 (PAGE 124)

TYPE: **WATER** ABILITY: **WATER VEIL/OBLIVIOUS**

EVOLVES FROM WAILMER (LEVEL 40)	
ROUTE 129	FEW

#175 WALREIN
FIELD/WATER 1 (PAGE 139)

TYPE: **ICE-WATER** ABILITY: **THICK FAT**

EVOLVES FROM SEALEO (LEVEL 44)

#109 WEEZING
AMORPHOUS (PAGE 125)

TYPE: **POISON** ABILITY: **LEVITATE**

EVOLVES FROM KOFFING (LEVEL 35)

#128 WHISCASH
WATER 2 (PAGE 130)

TYPE: **WATER-GROUND** ABILITY: **OBLIVIOUS**

EVOLVES FROM BARBOACH (LEVEL 30)	
VICTORY ROAD (B2F) & METEOR FALLS (GROUND FLOOR & 1F)	SOME (SUPER ROD)

#45 WHISMUR
MONSTER/FIELD (PAGE 114)

TYPE: **NORMAL** ABILITY: **SOUNDPROOF** ITEM: **CHESTO BERRY (VR)**

VICTORY ROAD (GROUND FLOOR)	FEW
ROUTE 116	SOME
RUSTURF TUNNEL	MANY

#139 WIGGLYTUFF
FAIRY (PAGE 131)

TYPE: **NORMAL** ABILITY: **CUTE CHARM**

EVOLVES FROM JIGGLYPUFF (MOON STONE)

#27 WINGULL
FLYING/WATER 1 (PAGE 111)

TYPE: **WATER-FLYING** ABILITY: **KEEN EYE**

ROUTES 110, 121 & 123	FEW
ROUTES 103, 104, 115 & 118	SOME
MT. PYRE (OUTSIDE IN THE GRASS)	SOME
SLATEPORT CITY, PACIFIDLOG TOWN, EVER GRANDE CITY, MOSSDEEP CITY & LILYCOVE CITY	MANY
DEWFORD TOWN	MANY
ROUTES 103, 104, 105 - 109, 110, 115, 118, 119, 121 - 123 & 124 - 134	MANY

#161 WOBBUFFET
AMORPHOUS (PAGE 136)

TYPE: **PSYCHIC** ABILITY: **SHADOW TAG**

EVOLVES FROM WYNAUT (LEVEL 15)	
SAFARI ZONE (SOUTHEAST & SOUTHWEST)	SOME

#14 WURMPLE
BUG (PAGE 109)

TYPE: **BUG** ABILITY: **SHIELD DUST**

ROUTES 102 & 104	SOME
PETALBURG WOODS	SOME
ROUTE 101	MANY

#160 WYNAUT
NONE (PAGE 136)

TYPE: **PSYCHIC** ABILITY: **SHADOW TAG**

MIRAGE ISLAND	MANY
LAVARIDGE TOWN	RECEIVE AN EGG

#163 XATU
FLYING (PAGE 136)

TYPE: **PSYCHIC-FLYING** ABILITY: **SYNCHRONIZE/EARLY BIRD**

EVOLVES FROM NATU (LEVEL 25)	
SAFARI ZONE (NORTHEAST)	FEW

#123 ZANGOOSE
FIELD (PAGE 128)

TYPE: **NORMAL** ABILITY: **IMMUNITY**

ROUTE 114	SOME (ONLY RUBY)

#12 ZIGZAGOON
FIELD (PAGE 109)

TYPE: **NORMAL** ABILITY: **PICKUP** ITEM: **ORAN BERRY (VR)**

ROUTES 102, 110, 116 - 121 & 123	SOME
PETALBURG WOODS	SOME
ROUTES 101, 103 & 104	MANY

#63 ZUBAT
FLYING (PAGE 117)

TYPE: **POISON-FLYING** ABILITY: **INNER FOCUS**

GRANITE CAVE (GROUND FLOOR - B2F) & VICTORY ROAD (GROUND FLOOR)	SOME
SHOAL CAVE (ENTRANCE & GROUND FLOOR - B2F) & SEAFLOOR CAVERN	MANY
CAVE OF ORIGIN (ENTRANCE & GROUND FLOOR - B3F) & METEOR FALLS (ENTRANCE)	MANY
SHOAL CAVE (ENTRANCE & GROUND FLOOR AT HIGH TIDE)	SOME
SEAFLOOR CAVERN & METEOR FALLS (ENTRANCE)	MANY

ABILITIES

Ability	Description
Air Lock	Prevents Pokémon from being affected by weather during battle
Arena Trap	Prevents foe from switching Pokémon or escaping; not effective against Flying-types and Pokémon with Levitate
Battle Armor	Helps Pokémon avoid critical hits
Blaze	Multiplies power of Pokémon's Fire-type attacks by 1.5 when its HP falls below 1/3 its maximum
Chlorophyll	Doubles a Pokémon's Speed when sunlight is strong
Clear Body	Prevents an opponent's move from lowering your Pokémon's stats
Cloud Nine	Prevents weather influence on all Pokémon in battle
Color Change	Changes Pokémon's type to match type of a move that hits it
Compoundeyes	Increases accuracy 30%
Cute Charm	Attracts opponent Pokémon 30% of the time when opponent strikes Pokémon
Damp	Prevents all Pokémon in battle from using Selfdestruct and Explosion
Drizzle	Changes weather to rain during battle
Drought	Changes weather to strong sunlight during battle
Early Bird	Causes Pokémon to wake earlier from Sleep conditions
Effect Spore	Afflicts opponent Pokémon with a Poison, Paralyze or Sleep condition 10% of the time when it attacks Pokémon directly
Flame Body	Afflicts opponent Pokémon with a Burn condition 30% of the time when it attacks Pokémon directly
Flash Fire	Prevents damage from Fire-type attacks and increases power of Pokémon's Fire-type attacks
Forecast	Changes Pokémon to a form and type that's connected to weather (strong sunlight=Fire-type, rain=Water-type, Hail=Ice-type)
Guts	Multiplies power of Pokémon's attacks by 1.5 when it has a status condition
Huge Power	Increases power of Pokémon's attacks, but the effect is reduced by half when its ability is changed (e.g., Skill Swap)
Hustle	Multiplies power of Pokémon's attacks by 1.5, but its Accuracy is reduced to 80%
Hyper Cutter	Prevents effects that reduce the Pokémon's attack power
Illuminate	Increases chances of meeting wild Pokémon when the Pokémon is in the lead team position
Immunity	Prevents Pokémon from getting a Poison condition
Inner Focus	Prevents Pokémon from flinching
Insomnia	Prevents Pokémon from getting a Sleep condition
Intimidate	Reduces the opponent's attack power
Keen Eye	Protects Pokémon from Accuracy reduction
Levitate	Prevents Pokémon from getting struck by Ground-type attacks
Lightningrod	Draws Electric-type attacks away from partner to Pokémon when it's in a two-on-two battle
Liquid Ooze	Causes damage when opponent Pokémon absorbs its HP
Magma Armor	Prevents Pokémon from getting an Ice condition
Magnet Pull	Prevents Steel-type opponents from escaping
Marvel Scale	Multiplies defense by 1.5 when it has a status condition
Minus	Multiplies Special Attack by 1.5 when positively charged Pokémon is also in battle
Natural Cure	Cures a Pokémon's status condition when the Pokémon is withdrawn from battle
Oblivious	Prevents Pokémon from becoming attracted
Overgrow	Multiplies power of Grass-type attacks by 1.5 when its HP falls below 1/3 its maximum
Own Tempo	Prevents Pokémon from getting a Confuse condition
Pickup	Picks up items from opponent Pokémon while in battle
Plus	Multiplies Special Attack power by 1.5 when negatively charged Pokémon is also in battle
Poison Point	Afflicts opponent Pokémon with a Poison condition 30% of the time when it attacks Pokémon directly
Pressure	Reduces opponent Pokémon's PP by two every time it damages Pokémon
Pure Power	Increases power of Pokémon's attacks, but the effect is reduced by half when the ability is changed (e.g., Skill Swap)
Rain Dish	Recovers HP in every turn when it's raining during battle
Rock Head	Prevents Pokémon from incurring damage when it uses Submission, Take Down or Double-Edge
Rough Skin	Causes opponent's HP to decrease when opponent attacks Pokémon directly
Run Away	Allows Pokémon to escape from wild Pokémon

Ability	Description
Sand Stream	Summons a sandstorm during battle
Sand Veil	Allows Pokémon to evade moves more easily during sandstorms
Shadow Tag	Prevents foe from changing Pokémon or escaping
Shed Skin	Gives a Pokémon a 30% chance of curing its status conditions every turn
Shell Armor	Prevents Pokémon from critical hits
Shield Dust	Shields Pokémon from the additional effects from moves
Soundproof	Frees Pokémon from Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic and Uproar
Speed Boost	Increases Pokémon's Speed every turn
Static	Afflicts opponent Pokémon with a Paralyze condition 30% of the time when it attacks Pokémon directly
Stench	Decreases chances of meeting wild Pokémon when the Pokémon is in the lead team position
Sticky Hold	Prevents opponent Pokémon from stealing an item
Sturdy	Shields Pokémon from attacks that knock out the Pokémon in one hit
Suction Cups	Prevents Pokémon from swapping out when the opponent Pokémon uses Whirlwind or Roar
Swarm	Multiplies power of Bug-type attacks by 1.5 when its HP falls below 1/3 its maximum
Swift Swim	Doubles the Pokémon's Speed when it's raining in battle
Synchronize	Causes opponent Pokémon that inflicts a Poison, Paralyze or Burn condition to receive the same condition
Thick Fat	Reduces damage by half when Pokémon is attacked by Fire- or Ice-type attacks
Torrent	Multiplies power of Water-type attacks by 1.5 when its HP falls below 1/3 its maximum
Trace	Duplicates ability that opponent Pokémon has
Truant	Causes Pokémon to make its move only every other turn
Vital Spirit	Prevents Pokémon from getting a Sleep condition
Volt Absorb	Restores Pokémon's HP when Pokémon is attacked by Electric-type attacks
Water Veil	Prevents Pokémon from getting a Burn condition
White Smoke	Prevents opponent's moves from reducing Pokémon's stats
Wonder Guard	Prevents all damage except from "super effective" hits

NATURES

A Pokémon's nature affects the growth of its skills as it gains experience. In addition, nature affects which PokéBlock flavor it likes best (and thus which kinds of PokéBlocks it will get a better benefit from).

Nature	Attack	Defense	Special Attack	Special Defense	Speed	Favorite	Least Favorite
Adamant	Rises quickly		Rises slowly			Spicy (Cool)	Dry (Beauty)
Bashful							
Bold	Rises slowly	Rises quickly				Sour (Tough)	Spicy (Cool)
Brave	Rises quickly				Rises slowly	Spicy (Cool)	Sweet (Cute)
Calm	Rises slowly			Rises quickly		Bitter (Smart)	Spicy (Cool)
Careful			Rises slowly	Rises quickly		Bitter (Smart)	Dry (Beauty)
Docile							
Gentle		Rises slowly		Rises quickly		Bitter (Smart)	Sour (Tough)
Hardy							
Hasty		Rises slowly			Rises quickly	Sweet (Cute)	Sour (Tough)
Impish		Rises quickly	Rises slowly			Sour (Tough)	Dry (Beauty)
Jolly			Rises slowly		Rises quickly	Sweet (Cute)	Dry (Beauty)
Lax		Rises quickly		Rises slowly		Sour (Tough)	Bitter (Smart)
Lonely	Rises quickly	Rises slowly				Spicy (Cool)	Sour (Tough)
Mild		Rises slowly	Rises quickly			Dry (Beauty)	Sour (Tough)
Modest	Rises slowly		Rises quickly			Dry (Beauty)	Spicy (Cool)
Naive				Rises slowly	Rises quickly	Sweet (Cute)	Bitter (Smart)
Naughty	Rises quickly			Rises slowly		Spicy (Cool)	Bitter (Smart)
Quiet			Rises quickly		Rises slowly	Dry (Beauty)	Sweet (Cute)
Quirky							
Rash			Rises quickly	Rises slowly		Dry (Beauty)	Bitter (Smart)
Relaxed		Rises quickly			Rises slowly	Sour (Tough)	Sweet (Cute)
Sassy				Rises quickly	Rises slowly	Bitter (Smart)	Sweet (Cute)
Serious							
Timid	Rises slowly				Rises quickly	Sweet (Cute)	Spicy (Cool)

ITEMS

HEALTH ITEMS

Item	Description	Location	Price
Antidote	Cures a Pokémon's Poison condition	Pokémon Mart/Lilycove Dept. Store	100
Awakening	Wakes Pokémon with a Sleep condition	Pokémon Mart/Lilycove Dept. Store	250
Blue Flute	Wakes Pokémon with a Sleep condition	Route 113	250*
Burn Heal	Heals a Pokémon's Burn condition	Verdanturf Town/Lavaridge Town/Lilycove Dept. Store/Jagged Pass	250
Elixir	Restores 10 PP to all attacks	Sootopolis City/Routes 119, 123	—
Energy Root	Restores 200 HP but tastes bitter	Lavaridge Town	800
Energypowder	Restores 50 HP but tastes bitter	Lavaridge Town	500
Ether	Restores 10 PP to one attack	Petalburg City/Petalburg Woods/Routes 113,116	—
Fresh Water	Restores 50 HP	Lilycove Dept. Store	200
Full Heal	Cures all status conditions	Pokémon Mart/Lilycove Dept. Store/Route 120/Meteor Falls	600
Full Restore	Cures all status conditions and restores all HP	Ever Grande City/Victory Road	3,000
Heal Powder	Cures all status conditions but tastes bitter	Lavaridge Town	450
Hyper Potion	Restores 200 HP	Pokémon Mart/Lilycove Dept. Store/Routes 118,119,120	1,200
Ice Heal	Heals a Pokémon's Ice condition	Verdanturf Town/Lilycove Dept. Store/Shoal Cave	250
Lava Cookie	Cures any status condition	Mt. Chimney	200
Lemonade	Restores 80 HP	Lilycove Dept. Store	350
Max Elixir	Restores all PP to all moves	Hideout/Victory Road	—
Max Ether	Restores all PP to one move	Rusturf Tunnel/Mt. Pyre/Route 113	—
Max Potion	Restores all HP	Lilycove Dept. Store/Sootopolis City/Ever Grande City/Mt. Pyre	2,500
Max Revive	Revives a fainted Pokémon & restores all HP and PP	Lilycove Dept. Store/Petalburg City/Safari Zone	—
Paralyze Heal	Cures a Pokémon's Paralyze condition	Pokémon Mart/Lilycove Dept. Store/Petalburg Woods/New Mauville	200
Potion	Restores 20 HP	Pokémon Mart/Lilycove Dept. Store/Routes 102,104	300
Red Flute	Disrupts a Pokémon's attraction	Route 113	500*
Revival Herb	Revives fainted Pokémon but tastes bitter	Lavaridge Town	2,800
Revive	Revives fainted Pokémon and restores 1/2 of its HP	Pokémon Mart/Lilycove Dept. Store/Abandoned Ship/Route 117	1,500
Soda Pop	Restores 60 HP	Lilycove Dept. Store/Route 109	300
Super Potion	Restores 50 HP	Pokémon Mart/Lilycove Dept. Store/Route 115	700
Yellow Flute	Cures Pokémon's Confuse condition	Route 113	500*

BALLS

Item	Description	Location	Price
Dive Ball	Better against Pokémon on the ocean floor	Mossdeep City/Abandoned Ship	1,000
Great Ball	Catches Pokémon better than a Poké Ball	Pokémon Mart/Lilycove Dept. Store/Routes 115,117	600
Luxury Ball	Caught Pokémon will be friendlier	Abandoned Ship	-
Master Ball	Always catches a Pokémon	Lilycove Dept. Store/Hideout	-
Nest Ball	Better against lower-level Pokémon	Verdanturf Town/Hideout/Route 120	1,000
Net Ball	Better against Bug-type and Water-type Pokémon	Mossdeep City	1,000
Poké Ball	The basic ball used to catch Pokémon	Pokémon Mart/Lilycove Dept. Store/Granite Cave/Route 104	200
Premier Ball	Same as Poké Ball except for design	Given when you buy 10 Poké Balls at once	-
Repeat Ball	Better against kinds already caught	Rustboro City/Route 116	1,000
Safari Ball	Use against Pokémon in Safari Zone (quantity: 30)	Safari Zone	500
Timer Ball	Better success as the battle grows longer	Rustboro City/Trick House	1,000
Ultra Ball	Catches Pokémon better than Great Ball	Pokémon Mart/Lilycove Dept. Store/Route 123, etc.	1,200

HELPFUL ITEMS

Item	Description	Location	Price
Black Flute	Repels weak Pokémon	Route 113	1,000*
Escape Rope	Provides a quick escape from caves	Pokémon Mart/Lilycove Dept. Store/Granite Cave, etc.	550
Fluffy Tail	Provides escape from battle with wild Pokémon	Verdanturf Town/Lilycove Dept. Store	1,000
Max Repel	Repels weak Pokémon for 250 steps	Pokémon Mart/Lilycove Dept. Store	700
Repel	Repels weak Pokémon for 100 steps	Pokémon Mart/Lilycove Dept. Store/Granite Cave/Route 116	350
Super Repel	Repels weak Pokémon for 200 steps	Pokémon Mart/Lilycove Dept. Store/Mt. Pyre/Routes 113,119	500
White Flute	Allows you to meet wild Pokémon more frequently	Route 113	1,000*

* To acquire items at the Glass Workshop, you'll need to gather ash using the Soot Sack. Ash is measured by the number of steps you take in the ash-covered fields.

SKILL- AND LEVEL-INCREASING ITEMS

Item	Description	Location	Price
Calcium	Raises Special Attack permanently	Slateport City/Lilycove Dept. Store/Route 123, etc.	9,800
Carbos	Raises Speed permanently	Slateport City/Lilycove Dept. Store/Route 121, etc.	9,800
Dire Hit	Increases chance of a critical hit for one battle	Mauville City/Fallarbor Town/Lilycove Dept. Store/Route 110	650
Fire Stone	Evolves specific Pokémon	Fiery Path/Route 124	—
Guard Spec.	Guards against Special Attacks for one battle	Mauville City/Fallarbor Town/Lilycove Dept. Store/Route 103	700
HP Up	Raises maximum HP permanently	Slateport City/Lilycove Dept. Store/Routes 111,116, etc.	9,800
Iron	Raises Defense permanently	Slateport City/Lilycove Dept. Store/Routes 105,115,126	9,800
Leaf Stone	Evolves specific Pokémon	Routes 119,124	
Moon Stone	Evolves specific Pokémon	Meteor Falls/wild Pokémon	—
PP Max	Raises PP to its maximum upper limit permanently	Trick House	—
PP Up	Raises PP permanently	Meteor Falls/Victory Road/Routes 104,109	—
Protein	Raises Attack permanently	Slateport City/Lilycove Dept. Store/Routes 106,114	9,800
Rare Candy	Raises Pokémon's level by one permanently	Routes 106,110,114,119,120,123,132	—
Sun Stone	Evolves specific Pokémon	Mossdeep City/wild Pokémon	—
Thunderstone	Evolves specific Pokémon	New Mauville/Route 124	—
Water Stone	Evolves specific Pokémon	Abandoned Ship/Route 124	—
X Accuracy	Increases Accuracy for one battle	Mauville City/Lilycove Dept. Store/Route 104	950
X Attack	Increases Attack for one battle	Pokémon Mart/Lilycove Dept. Store	500
X Defend	Increases Defense for one battle	Pokémon Mart/Lilycove Dept. Store	550
X Special	Raises Special Attack for one battle	Pokémon Mart/Lilycove Dept. Store/Route 116	350
X Speed	Increases Speed for one battle	Pokémon Mart/Lilycove Dept. Store	350
Zinc	Raises Special Defense permanently	Slateport City/Lilycove Dept. Store/Routes 119,127, etc.	9,800

KEY ITEMS

Item	Description	Location
Acro Bike	Allows you to hop up steep steps and along narrow bridges	Mauville City
Blue Orb	Contains ancient energy (Pokémon Sapphire Version only)	Mt. Pyre
Claw Fossil	Changes into Anorith at Devon Corporation	Route 111 (sandstorm area)
Coin Case	Holds coins for the Mauville Game Corner	Mauville City
Contest Pass	Lets you enter Pokémon Contests	Verdanturf Town
Devon Goods	Are manufactured for Capt. Stern by Devon Corporation	Rusturf Tunnel
Devon Scope	Allows you to find invisible Pokémon	Route 120
Go-Goggles	Allow you to enter the Route 111 sandstorm area	Lavaridge Town
Good Rod	Fishes for more Pokémon than Old Rod	Route 118
Itemfinder**	Helps you find hidden items	Route 110
Letter	Is a letter for Steven	Rustboro City
Mach Bike	Allows you to ride up slippery slopes and speed across fragile floors	Mauville City
Meteorite	Contains cosmic power	Mt. Chimney
Old Rod	Lets you fish for Pokémon battles	Dewford Town
PokéBlock Case	Contains PokéBlocks made by Berry Blender	Slateport City
Red Orb	Contains ancient energy (available in Pokémon Ruby Version only)	Mt. Pyre
RM. 1 Key	Used to enter Room 1 on Abandoned Ship	Abandoned Ship
RM. 2 Key	Used to enter Room 2 on Abandoned Ship	Abandoned Ship
RM. 4 Key	Used to enter Room 4 on Abandoned Ship	Abandoned Ship
RM. 6 Key	Used to enter Room 6 on Abandoned Ship	Abandoned Ship
Root Fossil	Changes into Lileep at Devon Corporation	Route 111 (sandstorm area)
Scanner	Can be exchanged by Capt. Stern for Deepseatooth or Deepseascale	Abandoned Ship
Soot Sack	Gathers volcanic ashes while walking in ash-covered fields	Route 113
S.S. Ticket	Allows passage on *S.S. Tidal*	Littleroot Town
Storage Key	Used to enter the Storage Room on Abandoned Ship	Abandoned Ship
Super Rod	Fishes for more Pokémon than Good Rod	Mossdeep City
Underground Key	Used to enter New Mauville	Mauville City
Wailmer Pail	Used to water berry plants to encourage berry growth	Route 104

** Use the Itemfinder wherever you go to reveal hidden items.

HELD ITEMS FOR POKéMON

Item	Description	Location
Amulet Coin	Doubles earnings if Pokémon battles	Littleroot Town
Black Belt	Increases power of Fighting-type attacks	Route 115 (after the 5th battle with Blackbelt: Nob)
Blackglasses	Increases power of Dark-type attacks	Route 116
Blue Scarf	Raises Beauty condition during Pokémon Contests	Slateport City
Bright Powder	Lowers opponent's Accuracy	Battle Tower
Charcoal	Increases power of Fire-type attacks	Lavaridge Town
Choice Band	Multiplies move power used first by 1.5; can't use other moves	Battle Tower
Cleanse Tag	Repels wild Pokémon	Mt. Pyre
Deepseascale	Doubles Clamperl's Special Defense; evolves it during trade	Slateport City
Deepseatooth	Doubles Clamperl's Special Attack; evolves it during trade	Slateport City
Dragon Fang	Increases power of Dragon-type attacks	Meteor Falls (after 5th battle with Dragon Tamer: Nicolas)
Dragon Scale	Evolves Seadra during a trade	Wild Pokémon
Everstone	Prevents a Pokémon from evolving	Wild Geodude, Graveler/Granite Cave
Exp. Share	Gives Pokémon an extra share of experience (see pg.13)	Rustboro City/Lilycove Dept. Store
Focus Band	Prevents a Pokémon from fainting occasionally	Shoal Cave
Green Scarf	Raises Clever condition during Pokémon Contests	Slateport City
Hard Stone	Increases power of Rock-type attacks	Trick House/Wild Aron, Lairon
King's Rock	May cause flinching when opponent is hit	Mossdeep City/Wild Hariyama
Lax Incense	Lowers opponent's Accuracy; also encourages Wobbuffet to produce an Egg when in Pokémon Day Care	Mt. Pyre
Leftovers	Restores HP gradually during battle	Battle Tower
Light Ball	Doubles Pikachu's Special Attack	Wild Pokémon
Macho Brace	Grows stats better but halves Speed	Route 111
Magnet	Increases power of Electric-type attacks	Trick House
Mental Herb	Prevents your Pokémon from becoming attracted to opponent	Fortree City
Metal Coat	Increases power of Steel-type attacks	Wild Pokémon
Miracle Seed	Increases power of Grass-type attacks	Petalburg Woods
Mystic Water	Increases power of Water-type attacks	Weather Institute
Nevermeltice	Increases power of Ice-type attacks	Shoal Cave
Pink Scarf	Raises Cute condition during Pokémon Contests	Slateport City
Poison Barb	Increases power of Poison-type attacks	Wild Roselia, Cacnea
Quick Claw	Increases chances of attacking first	Rustboro City/Wild Pokémon
Red Scarf	Raises Cool condition during Pokémon Contests	Slateport City
Scope Lens	Increases chances of scoring a critical hit	Battle Tower
Sea Incense	Increases power of Water-type attacks; also encourages Marill to produce an Egg when in Pokémon Day Care	Mt. Pyre
Sharp Beak	Increases power of Flying-type attacks	Wild Pokémon
Shell Bell	Restores HP by 1/8 of damage to opponent	Shoal Cave
Silk Scarf	Increases power of Normal-type attacks	Dewford Town
Silver Powder	Increases power of Bug-type attacks	Route 120 (after 5th battle with Bug Maniac: Brandon)
Smoke Ball	Allows escape from wild Pokémon	Trick House/Wild Pokémon
Soft Sand	Increases power of Ground-type attacks	Route 109/Wild Pokémon
Soothe Bell	Speeds development of Pokémon's friendship	Slateport City
Spell Tag	Increases power of Ghost-type attacks	Wild Duskull, Dusclops, etc.
Twistedspoon	Increases power of Psychic-type attacks	Wild Abra
White Herb	Cures status condition	Route 104
Yellow Scarf	Raises Tough condition during Pokémon Contests	Slateport City

ITEMS TO EXCHANGE

Item	Description	Location
Blue Shard	Exchange for Water Stone from Diving Treasure Hunter on Route 124	Route 124, etc./Wild Pokémon
Green Shard	Exchange for Leaf Stone from Diving Treasure Hunter on Route 124	Route 126, etc./Wild Relicanth
Heart Scale	Give to Move Tutor for him to teach Pokémon a move	Wild Pokémon
Red Shard	Exchange for Fire Stone from Diving Treasure Hunter on Route 124	Route 124, etc./Wild Pokémon
Shoal Salt	Give four of these and four Shoal Shells to Shoal Cave man to get Shell Bell	Shoal Cave
Shoal Shell	Give four of these and four Shoal Salts to Shoal Cave man to get Shell Bell	Shoal Cave
Yellow Shard	Exchange for Thunderstone from Diving Treasure Hunter on Route 124	Route 124, etc./Wild Pokémon

ITEMS TO SELL

Item	Description	Location	Price
Big Pearl	Sell for a high price	Shoal Cave, etc./Wild Pokémon	—
Nugget	Sell for a high price	Route 112,120, etc/Wild Pokémon	—
Pearl	Sell for a high price	Route 124,126,128 (all only on ocean floor)	—
Star Piece	Sell for a high price	Route 133/Wild Pokémon	—
Stardust	Sell for a high price	Route 111, etc./Wild Pokémon	—
Tinymushroom	Sell for a low price	Petalburg Woods	—

MAIL

Item	Description	Location	Price
Bead Mail	Has image of holding Pokémon on it	Trick House	—
Glitter Mail	Has Pikachu printed on it	Trick House/Fortree City (traded Pokémon has it)	—
Harbor Mail	Has Wingull printed on it	Slateport City/Abandoned Ship/Trick House	50
Mech Mail	Has Magnemite printed on it	Lilycove Dept. Store/Trick House	50
Orange Mail	Has Zigzagoon printed on it	Petalburg City/Trick House	50
Shadow Mail	Has Duskull printed on it	Sootopolis City/Trick House	50
Tropic Mail	Has Bellossom printed on it	Pacifidlog Town/Trick House	—
Wave Mail	Has Wailmer printed on it	Lilycove Dept. Store/Trick House	50
Wood Mail	Has Slakoth printed on it	Fortree City/Trick House	50

BERRIES

A Pokémon that holds a berry may use it during a battle.

Item	Description	Location	Flavors
Aguav Berry	Eliminates Sleep condition; confuses Pokémon that dislike bitter flavor	Route 120	Bitter
Aspear Berry	Eliminates Ice condition	Lilycove City/Routes 104,120,121,123	Sour
Belue Berry	Grows into Belue Berry plant	Route 123	Spicy, Sour
Bluk Berry	Grows into Bluk Berry plant	Routes 114,115	Dry, Sweet
Cheri Berry	Eliminates Paralyze condition	Lilycove City/Routes 103,104,123	Spicy
Chesto Berry	Eliminates Sleep condition	Lilycove City/Routes 104,116,121,123/Wild Pokémon	Dry
Cornn Berry	Grows into Cornn Berry plant	Sootopolis City/Route 123	Dry, Sweet
Durin Berry	Grows into Durin Berry plant	Route 123	Sour, Bitter
Figy Berry	Restores HP when it's half or lower; confuses Pokémon that dislike spicy flavor	Sootopolis City/Route 120	Spicy
Grepa Berry	Grows into Grepa Berry plant	Sootopolis City/Route 123	Dry, Sweet, Sour
Hondew Berry	Grows into Hondew Berry plant	Sootopolis City/Routes 119,123	Dry, Spicy, Bitter
Iapapa Berry	Restores HP when it's half or lower; confuses Pokémon that dislike sour flavor	Sootopolis City/Route 120	Sour
Kelpsy Berry	Grows into Kelpsy Berry plant	Sootopolis City/Routes 115,123	Dry, Sour, Bitter
Leppa Berry	Restores PP when it's zero	Lilycove City/Routes 103,104,119,123/Wild Skitty	Sweet, Spicy, Sour, Bitter
Liechi Berry	Raises power of attacks when HP is low	Mirage Island	Sweet, Spicy, Sour
Lum Berry	Cures any status condition	Lilycove City/Route 123	Dry, Sweet, Spicy, Sour, Bitter
Mago Berry	Restores HP when it's half or lower; confuses Pokémon that dislike sweet flavor	Route 120	Sweet
Magost Berry	Grows into Magost Berry plant	Sootopolis City/Route 123	Sweet, Bitter
Nanab Berry	Grows into Nanab Berry plant	Routes 110,114,120,121	Sweet, Bitter
Nomel Berry	Grows into Nomel Berry plant	Sootopolis City/Route 123	Spicy, Sour
Oran Berry	Restores 10 HP when it's half or lower	Lilycove City/Routes 102,104,111,123/Wild Pokémon	Dry, Sweet, Spicy, Sour, Bitter
Pamtre Berry	Grows into Pamtre Berry plant	Route 123	Dry, Sweet
Pecha Berry	Eliminates Poison condition	Lilycove City/Routes 102,104,112,120,123/Wild Poochyena	Sweet
Persim Berry	Eliminates Confusion condition	Lilycove City/Routes 104,114,121,123/Wild Pokémon	Dry, Sweet, Spicy, Sour, Bitter
Pinap Berry	Grows into Pinap Berry plant	Routes 114,116,120	Spicy, Sour
Pomeg Berry	Grows into Pomeg Berry plant	Sootopolis City/Routes 119,123	Sweet, Spicy, Bitter
Qualot Berry	Grows into Qualot Berry plant	Sootopolis City/Route 123	Sweet, Spicy, Sour
Rabuta Berry	Grows into Rabuta Berry plant	Sootopolis City/Route 123	Sour, Bitter
Rawst Berry	Eliminates Burn condition	Lilycove City/Routes 104,112,121,123/Wild Pokémon	Bitter
Razz Berry	Grows into Razz Berry	Routes 111,114,120	Dry, Spicy
Sitrus Berry	Restores 30 HP when it's half or lower	Lilycove City/Routes 118,119,123/Wild Linoone	Dry, Sweet, Spicy, Sour, Bitter
Spelon Berry	Grows into Spelon Berry plant	Route 123	Dry, Spicy
Tamato Berry	Grows into Tamato Berry plant	Sootopolis City/Route 123	Dry, Spicy
Watmel Berry	Grows into Watmel Berry plant	Route 123	Sweet, Bitter
Wepear Berry	Grows into Wepear Berry plant	Routes 114,117,120	Sour, Bitter
Wiki Berry	Restores HP when it's half or lower; confuses Pokémon that dislike dry flavor	Route 120	Dry

DECORATIVE ITEMS

DESKS

Item	Location	Price
Brick Desk	Fortree City	9,000
Camp Desk	Fortree City	9,000
Comfort Desk	Fortree City	6,000
Hard Desk	Fortree City	9,000
Heavy Desk	Fortree City	6,000
Pretty Desk	Route 113	8,000*
Pokémon Desk	Fortree City	3,000
Ragged Desk	Fortree City	6,000
Small Desk	Fortree City	3,000

CHAIRS

Item	Location	Price
Brick Chair	Fortree City	2,000
Camp Chair	Fortree City	2,000
Comfort Chair	Fortree City	2,000
Hard Chair	Fortree City	2,000
Heavy Chair	Fortree City	2,000
Pretty Chair	Route 113	6,000*
Pokémon Chair	Fortree City	2,000
Ragged Chair	Fortree City	2,000
Small Chair	Fortree City	2,000

PLANTS

Item	Location	Price
Big Plant	Route 104	5,000
Colorful Plant	Route 104	5,000
Gorgeous Plant	Route 104	5,000
Pretty Flower	Route 104	3,000
Red Plant	Route 104	3,000
Tropical Plant	Route 104	3,000

ORNAMENTS

Item	Location	Price
Blue Balloon	Slateport City	500
Blue Brick	Slateport City	500
Blue Tent	Trick House (only in Pokémon Sapphire)	—
Breakable Door	Lilycove Dept. Store	3,000
Cute TV	Lilycove Dept. Store	4,000
Fence Length	Lilycove Dept. Store	500
Fence Width	Lilycove Dept. Store	500
Glass Ornament	Lilycove City	—
Gold Shield	Battle Tower	—
Mud Ball	Lilycove Dept. Store	200
Red Balloon	Slateport City	500
Red Brick	Slateport City	500
Red Tent	Trick House (only in Pokémon Ruby)	—
Round TV	Lilycove Dept. Store	4,000
Sand Ornament	Lilycove Dept. Store	3,000
Silver Shield	Battle Tower	—
Slide	Lilycove Dept. Store	8,000
Solid Board	Lilycove Dept. Store	3,000
Stand	Lilycove Dept. Store	7,000
Tire	Lilycove Dept. Store	800
TV	Lilycove Dept. Store	3,000
Yellow Balloon	Slateport City	500
Yellow Brick	Slateport City	500

MATS

Item	Location	Price
A Note Mat	Slateport City	500
Attract Mat	Lilycove Dept. Store	4,000
B Note Mat	Slateport City	500
C High Note Mat	Slateport City	500
C Low Note Mat	Slateport City	500
D Note Mat	Slateport City	500
E Note Mat	Slateport City	500
Fire Blast Mat	Lilycove Dept. Store	4,000
Fissure Mat	Lilycove Dept. Store	4,000
F Note Mat	Slateport City	500
Glitter Mat	Lilycove Dept. Store	2,000
G Note Mat	Slateport City	500
Jump Mat	Lilycove Dept. Store	2,000
Powder Snow Mat	Lilycove Dept. Store	4,000
Spikes Mat	Lilycove Dept. Store	4,000
Spin Mat	Lilycove Dept. Store	2,000
Surf Mat	Lilycove Dept. Store	4,000
Thunder Mat	Lilycove Dept. Store	4,000

POSTERS

Item	Location	Price
Ball Poster	Lilycove Dept. Store	1,000
Blue Poster	Lilycove Dept. Store	1,000
Cute Poster	Lilycove Dept. Store	1,000
Green Poster	Lilycove Dept. Store	1,000
Long Poster	Lilycove Dept. Store	1,500
Pika Poster	Lilycove Dept. Store	1,500
Red Poster	Lilycove Dept. Store	1,000
Sea Poster	Lilycove Dept. Store	1,500
Sky Poster	Lilycove Dept. Store	1,500

DOLLS

Item	Location	Price
Azurill Doll	Slateport City/Lilycove Dept. Store	3,000
Baltoy Doll	Lilycove Dept. Store	3,000
Duskull Doll	Lilycove Dept. Store	3,000
Gulpin Doll	Lilycove Dept. Store	3,000
Jigglypuff Doll	Lilycove Dept. Store	3,000
Kecleon Doll	Lilycove Dept. Store	3,000
Lotad Doll	Route 114 (only in Pokémon Sapphire)	—
Marill Doll	Slateport City/Lilycove Dept. Store	3,000
Mudkip Doll	Mauville City	1,000**
Pichu Doll	Lilycove Dept. Store	3,000
Pikachu Doll	Lilycove Dept. Store	3,000
Seedot Doll	Route 114 (only in Pokémon Ruby)	—
Skitty Doll	Slateport City/Lilycove Dept. Store	3,000
Swablu Doll	Lilycove Dept. Store	3,000
Torchic Doll	Mauville City	1,000**
Treecko Doll	Mauville City	1,000**
Wailmer Doll	Sootopolis City/Lilycove Dept. Store	10,000
Wynaut Doll	Lilycove Dept. Store	3,000

* To acquire items at the Glass Workshop, you'll need to gather ash using the Soot Sack. Ash is measured by the number of steps you take in the ash—covered fields.

** To get prize items at the Mauville Game Corner, you'll need to buy or win Game Corner Coins then exchange them for prizes at the cashier window.

DECORATIVE ITEMS

CUSHIONS

Item	Location	Price
Ball Cushion	Lilycove Dept. Store	2,000
Diamond Cushion	Lilycove Dept. Store	2,000
Fire Cushion	Lilycove Dept. Store	2,000
Grass Cushion	Lilycove Dept. Store	2,000
Pika Cushion	Lilycove Dept. Store	2,000

Item	Location	Price
Round Cushion	Lilycove Dept. Store	2,000
Spin Cushion	Lilycove Dept. Store	2,000
Water Cushion	Lilycove Dept. Store	2,000
Zigzag Cushion	Lilycove Dept. Store	2,000

TECHNICAL MACHINES

TM	Ability	Location	Price
01	Focus Punch	Route 115	—
02	Dragon Claw	Meteor Falls	—
03	Water Pulse	Sootopolis City Gym	—
04	Calm Mind	Mossdeep City Gym	—
05	Roar	Route 114	—
06	Toxic	Fiery Path	—
07	Hail	Shoal Cave	—
08	Bulk Up	Dewford Town Gym	—
09	Bullet Seed	Route 104	—
10	Hidden Power	Slateport City/Fortree City	3,000
11	Sunny Day	Scorched Slab	—
12	Taunt	Trick House	—
13	Ice Beam	Mauville City/Abandoned Ship	4,000**
14	Blizzard	Lilycove Dept. Store	5,500
15	Hyper Beam	Lilycove Dept. Store	7,500
16	Light Screen	Lilycove Dept. Store	3,000
17	Protect	Lilycove Dept. Store	3,000
18	Rain Dance	Abandoned Ship	—
19	Giga Drain	Route 123	—
20	Safeguard	Lilycove Dept. Store	3,000
21	Frustration	Pacifidlog Town	—
22	Solarbeam	Safari Zone	—
23	Iron Tail	Meteor Falls	—
24	Thunderbolt	Mauville City	4,000**
25	Thunder	Lilycove Dept. Store	5,500

TM	Ability	Location	Price
26	Earthquake	Seafloor Cavern	—
27	Return	Fallarbor Town/Pacifidlog Town	—
28	Dig	Route 114	—
29	Psychic	Mauville City/Victory Road	3,500**
30	Shadow Ball	Mt. Pyre	—
31	Brick Break	Sootopolis City	—
32	Double Team	Mauville City	1,500**
33	Reflect	Lilycove Dept. Store	3,000
34	Shock Wave	Mauville City Gym	—
35	Flamethrower	Mauville City	4,000**
36	Sludge Bomb	Dewford Town	—
37	Sandstorm	Route 111	—
38	Fire Blast	Lilycove Dept. Store	5,500
39	Rock Tomb	Rustboro City Gym	—
40	Aerial Ace	Fortree City Gym	—
41	Torment	Slateport City	—
42	Facade	Petalburg City Gym	—
43	Secret Power	Slateport City/Route 111	3,000
44	Rest	Lilycove City	—
45	Attract	Verdanturf Town	—
46	Thief	Slateport City	—
47	Steel Wing	Granite Cave	—
48	Skill Swap	Mt. Pyre	—
49	Snatch	*S.S. Tidal*	—
50	Overheat	Lavaridge Town Gym	—

HIDDEN MACHINES

HM	Ability	Location
01	Cut	Rustboro City
02	Fly	Route 119
03	Surf	Petalburg City
04	Strength	Rusturf Tunnel

HM	Ability	Location
05	Flash	Granite Cave
06	Rock Smash	Mauville City
07	Waterfall	Cave of Origin
08	Dive	Mossdeep City

BATTLE MOVES

BA=Basic Attack Power

AC=Accuracy

2-on-2 Battle Range:
1=Move is effective against one foe or partner.
2=Move is effective against both foes at once.
3=Move is effective against both foes and partner at once.
S=Move is effective on only the Pokémon that executes the move.
R=Move takes effect on random Pokémon chosen from both foes and partner.

☐ **Physical Attacks**
🟩 **Special Attacks**

Move	Type	BA	AC	PP	2-on-2	DA	Effect
🟩 Absorb	GRS	20	100	20	1		Restores HP equal to half the damage caused to foe

PP=Power Points

DA: Moves marked as direct attacks trigger the effects of some abilities, such as Rough Skin, that react to certain kinds of physical contact.

BATTLE MOVES

Move	Type	BA	AC	PP	2-on-2	DA	Effect
🟩 Absorb	GRS	20	100	20	1		Restores HP equal to half the damage caused to foe
Acid	PSN	40	100	30	2		Has 10% chance of lowering foe's Defense by 1 level
Acid Armor	PSN	-	-	40	S		Raises Defense by 2 levels
Aerial Ace (TM 40)	FLY	60	-	20	1	●	Hits foe unavoidably
🟩 Agility	PSY	-	-	30	S		Raises Pokémon's Speed by 2 levels
Air Center	FLY	55	95	25	2		High chance for a critical hit
🟩 Amnesia	PSY	-	-	20	S		Raises Special Defense by 2 levels
Ancientpower	RCK	60	100	5	1	●	Has 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense and Speed 1 level
Arm Thrust	FTG	15	100	20	1	●	Attacks 2-5 times per turn
🟩 Aromatherapy	GRS	-	-	5	S		Heals all critical conditions of all Pokémon in party
Assist	NRM	-	100	20	-		Uses a random move of a Pokémon not in battle
Astonish	GHO	30	100	15	1	●	Has 30% chance of causing Flinch
Attract (TM 45)	NRM	-	100	15	1		Causes foe of opp. gender to become attracted (50% chance can't move each turn)
🟩 Aurora Beam	ICE	65	100	20	1		Has 10% chance of lowering foe's Attack one level
🟩 Barrier	PSY	-	-	30	S		Raises Defense by two levels
Baton Pass	NRM	-	-	40	S		Can switch Pokémon with another, passing on many status/skill changes
Belly Drum	NRM	-	-	10	S		Decreases HP by 50% and increases Attack to maximum possible
Bide	NRM	-	100	10	S	●	Doubles damage received while waiting 2 turns and inflicts it on foe
Bind	NRM	15	75	20	1	●	Damages foe for 2-5 turns; foe can't escape until completed
🟩 Bite	DRK	60	100	25	1	●	Has 30% chance of causing Flinch
🟩 Blaze Kick	FTG	85	90	10	1	●	Has a high chance for a critical hit; 10% chance of causing Burn
🟩 Blizzard (TM 14)	ICE	120	70	5	2		Has 10% chance of causing Freeze
Block	NRM	-	100	5	1		Prevents foe from switching and escaping during battle
Body Slam	NRM	85	100	15	1	●	Has 30% chance of causing Paralyze
Bounce	FLY	85	85	5	1	●	Helps Pokemon avoid attack on 1st turn then strike on 2nd; 30% chance of causing Paralyze
Brick Break (TM 31)	FTG	75	100	15	1	●	Shatters foe's Reflect and Light Screen protection
🟩 Bubble	WTR	20	100	30	2		Has 10% chance of reducing foe's Speed 1 level
🟩 Bubblebeam	WTR	65	100	20	1		Has 10% chance of reducing foe's Speed 1 level
Bulk Up (TM 08)	FTG	-	-	20	S		Raises Attack and Defense by 1 level
🟩 Bullet Seed (TM 09)	GRS	10	100	30	1		Attacks 2-5 times per turn
🟩 Calm Mind (TM 04)	PSY	-	-	20	S		Raises Sp. Attack and Sp. Defense 1 level
Camouflage	NRM	-	100	20	S		Changes Pokémon's type (grass, Grass; sand, Ground; water, Water; caves, Rock; other, Normal)
🟩 Charge	ELC	-	100	20	S		Doubles power of the Electric-type move that's next used
Charm	NRM	-	100	20	1		Lowers foe's Attack by 2 levels
🟩 Clamp	WTR	35	75	10	1	●	Damages foe for 2-5 turns; foe can't escape until completed
Confuse Ray	GHO	-	100	10	1		Causes foe to have Confuse status
🟩 Confusion	PSY	50	100	25	1		Has 10% chance of causing Confuse status
Constrict	NRM	10	100	35	1	●	Has 10% chance of lowering foe's Speed
🟩 Cosmic Power	PSY	-	-	20	S		Raises Sp. Attack and Sp. Defense 1 level
🟩 Cotton Spore	GRS	-	85	40	1		Lowers foe's Speed 2 levels
Counter	FTG	-	100	20	-	●	Attacks 2nd, doing x2 physical attack damage that foe did to Pokémon
Covet	NRM	40	100	40	1		Takes a foe's held item (if any)

CONTEST MOVES

JP=Jam Points

TD=Target of Disturbance
A=Disturbs one Pokémon appealed before yours.
B=Disturbs all Pokémon after yours.
C=Disturbs all Pokémon before yours.
D=Disturbs certain Pokémon before yours.

AP=Appeal Points

Move	Type	AP	JP	TD	Effect
Absorb	Smart	20	30	A	Restores HP equal to half the damage caused to foe

CONTEST MOVES

Move	Type	AP	JP	TD	Effect
Absorb	Smart	20	30	A	Restores HP equal to half the damage caused to foe
Acid	Smart	10	40	A	Removes pts. from foe that moved last
Acid Armor	Tough	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Aerial Ace (TM 40)	Cool	20	0	-	Earns triple pts. if your Pokémon moves first
Agility	Cool	30	0	-	Causes your Pokémon to move first in next round
Air Cutter	Cool	20	10	D	Removes extra 40 pts. from foes that used same move type as you
Amnesia	Cute	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Ancientpower	Tough	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Arm Thrust	Tough	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Aromatherapy	Smart	20	0	-	Heals all critical conditions of all Pokémon in party
Assist	Cute	10	0	-	Earns random pts. (10, 20, 40, 60 or 80)
Astonish	Smart	20	30	A	Removes pts. from foe that moved last
Attract (TM 45)	Cute	20	0	B	May make all Pokémon after yours nervous
Aurora Beam	Beauty	20	10	D	Removes extra 40 pts. from foes that used same move type as you
Barrier	Cool	10	0	-	Can't be disturbed for rest of round
Baton Pass	Cute	20	0	B	May make all Pokémon after yours nervous
Belly Drum	Cute	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Bide	Tough	10	0	-	Can't be disturbed for rest of round
Bind	Tough	30	0	-	Stops crowd from growing excited for rest of round
Bite	Tough	10	30	C	Removes pts. from all preceding Pokémon
Blaze Kick	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Blizzard (TM 14)	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Block	Cute	20	0	B	May make all Pokémon after yours nervous
Body Slam	Tough	10	40	A	Removes pts. from foe that moved last
Bounce	Cute	10	0	-	Can't be disturbed for rest of round
Brick Break (TM 31)	Cool	10	40	A	Removes pts. from foe that moved last
Bubble	Cute	20	20	C	Removes pts. from all preceding Pokémon
Bubblebeam	Beauty	10	30	C	Removes pts. from all preceding Pokémon
Bulk Up (TM 08)	Beauty	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Bullet Seed (TM 09)	Cool	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Calm Mind (TM 04)	Smart	20	0	-	Won't be disturbed by next disturbance
Camouflage	Smart	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if ≥ 30
Charge	Smart	20	0	-	Earns triple pts. if last foe's move was same type as yours
Charm	Cute	20	10	D	Removes extra 40 pts. from foes that used same move type as you
Clamp	Tough	30	0	-	Stops crowd from growing excited for rest of round
Confuse Ray	Smart	30	0	-	Randomizes order that all Pokémon move next round
Confusion	Smart	20	30	A	Removes pts. from foe that moved last
Constrict	Tough	20	30	A	Removes pts. from foe that moved last
Cosmic Power	Cool	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Cotton Spore	Beauty	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Counter	Tough	20	0	-	Won't be disturbed by next disturbance
Covet	Cute	10	0	-	Earns 50% as many pts. as last foe's move

BATTLE MOVES

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Crabhammer	WTR	90	85	10	1	●	High chance for a critical hit
Cross Chop	FTG	100	80	5	1	●	High chance for a critical hit
Crunch	DRK	80	100	15	1	●	Has 20% chance of lowering foe's Sp. Defense 1 level
Crush Claw	NRM	75	95	10	1	●	Has 50% chance of lowering foe's Defense 1 level
Curse	?	-	-	10	1		Raises Att/Def 1 level but reduces Speed 1 level; halves GHO's HP and quaters foe's HP each turn
Cut (HM 01)	NRM	50	95	30	1	●	Cuts down small trees outside of battle
Defense Curl	NRM	-	-	40	S		Raises Defense 1 level
Destiny Bond	GHO	-	-	5	S		Causes foe to faint if Pokémon faints
Detect	FTG	-	-	5	S		Wards off foe moves for 1 turn; success falls if used consecutively
Dig (TM 28)	GRD	60	100	10	1	●	Helps Pokémon avoid attack on 1st turn then strike on 2nd; returns to overworld outside battle
Disable	NRM	-	55	20	1		Disables foe's most recently used move for several turns
Dive (HM 08)	WTR	60	100	10	1	●	Helps Pokémon avoid attack on 1st turn then strike on 2nd; dives under water outside battle
Dizzy Punch	NRM	70	100	10	1	●	Has 20% chance of causing Confuse status
Double Kick	FTG	30	100	30	1	●	Attacks twice per turn
Double Team (TM 32)	NRM	-	-	15	S		Raises Evasiveness by 1 level
Double-Edge	NRM	120	100	15	1	●	Inflicts Pokémon with 1/3 damage inflicted on foe
Doubleslap	NRM	15	85	10	1	●	Attacks 2-5 times per turn
Dragon Claw (TM 02)	DRG	80	100	15	1	●	No extra effect beyond damaging foe
Dragon Dance	DRG	-	-	20	S		Raises Defense and Speed 1 level
Dragon Rage	DRG	-	100	10	1		Causes 40 points of damage regardless of other battle factors
Dragonbreath	DRG	60	100	20	1		Has 30% chance of causing Paralyze condition
Dream Eater	PSY	100	100	15	1		Damages foe and restores own HP equal to 1/2 inflicted damage, if foe has Sleep condition
Drill Peck	FLY	80	100	20	1	●	No extra effect beyond damaging foe
Dynamicpunch	FTG	100	50	5	1	●	Causes foe to have Confuse status
Earthquake (TM 26)	GRD	100	100	10	3		Inflicts twice the damage if foe is using Dig
Ember	FIRE	40	100	25	1		Has 10% chance of causing Burn
Encore	NRM	-	100	5	1		Forces foe to repeat most recently used move for 3-6 turns
Endeavor	NRM	-	100	5	1	●	Inflicts damage equal to your foe's HP minus your HP
Endure	NRM	-	-	10	S		Keep 1 HP even if foe's next move would cause you to faint; success drops if used repeatedly
Eruption	FIRE	150	100	5	2		Inflicts less damage if your HP is lower
Explosion	NRM	250	100	5	3		Inflicts a massive amount of damage but causes you to faint
Extrasensory	PSY	80	100	30	1		Has 10% chance of causing Flinch
Extremespeed	NRM	80	100	5	1	●	Causes you to move first in turn; if both use it, the higher Speed prevails
Facade (TM 42)	NRM	70	100	20	1	●	Doubles Attack if you have a Poison, Paralyze or Burn condition
Faint Attack	DRK	60	-	20	1		Will always strike foe successfully
Fake Out	NRM	40	100	10	1		Causes Flinch, but move causes its damage and effect only on the first turn
Fake Tears	DRK	-	100	20	1		Lowers foe's Sp. Defence 2 levels
False Swipe	NRM	40	100	40	1	●	Leaves foe with 1 HP even if move would normally cause foe to Faint
Fire Blast (TM 38)	FIRE	120	85	5	1		Has 10% chance of causing Burn
Fire Punch	FIRE	75	100	15	1		Has 10% chance of causing Burn
Fire Spin	FIRE	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Fissure	GRD	-	30	5	1		Causes foe to Faint
Flail	NRM	-	100	15	1	●	Inflicts higher damage if your HP is lower
Flamethrower (TM 35)	FIRE	95	100	15	1		Has 10% chance of causing Burn
Flash (HM 05)	NRM	-	70	20	1		Lowers foe's Accuracy 1 level; lights up dark caves outside of battle
Flatter	DRK	-	100	15	1		Causes foe to become Confused and raises foe's Attack 1 level
Fly (HM 02)	FLY	70	95	15	1	●	Helps Pokémon avoid attack on 1st turn then strike on 2nd; can fly to towns previously visited
Focus Energy	NRM	-	-	30	S		Has a high chance for a critical hit
Focus Punch (TM 01)	FTG	150	100	20	1	●	Causes you to move last in turn and Flinch if foe's move connects
Foresight	NRM	-	100	40	1		Returns foe's Evasiveness to normal; exposes Ghost-types to Normal- and Fighting-type attacks
Frustration (TM 21)	NRM	-	100	20	1	●	Inflicts higher damage if your Pokémon likes its Trainer less
Fury Attack	NRM	15	85	20	1	●	Attacks 2-5 times per turn

CONTEST MOVES

Move	Type	AP	JP	TD	Effect
Crabhammer	Tough	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if ≥ 30
Cross Chop	Cool	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if ≥ 30
Crunch	Tough	10	40	A	Removes pts. from foe that moved last
Crush Claw	Cool	10	40	A	Removes pts. from foe that moved last
Curse	Tough	30	0	-	Causes your Pokémon to move last in next round
Cut (HM 01)	Cool	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Defense Curl	Cute	20	0	-	Won't be disturbed by next disturbance
Destiny Bond	Smart	80	0	-	Can't make move in any future round
Detect	Cool	20	0	-	Won't be disturbed by next disturbance
Dig (TM 28)	Smart	10	0	-	Can't be disturbed for rest of round
Disable	Smart	20	0	B	May make all Pokémon after yours nervous
Dive (HM 08)	Beauty	20	0	-	Won't be disturbed by next disturbance
Dizzy Punch	Cool	10	40	A	Removes pts. from foe that moved last
Double Kick	Cool	20	0	-	Earns triple pts. if last foe's move was same type as yours
Double Team (TM 32)	Cool	20	0	-	Won't be disturbed by next disturbance
Double-Edge	Tough	60	0	-	Loses double points when startled in future rounds
Doubleslap	Tough	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Dragon Claw (TM 02)	Cool	20	10	D	Removes extra 40 pts. from foes that used same move type as you
Dragon Dance	Cool	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Dragon Rage	Cool	10	0	-	Earns pts. for Pokémon's move order (1st: 10, 2nd: 20, 3rd: 40, 4th: 60)
Dragonbreath	Cool	10	30	C	Removes pts. from all preceding Pokémon
Dream Eater	Smart	20	20	C	Removes pts. from all preceding Pokémon
Drill Peck	Cool	40	0	-	No extra effect beyond earning Appeal pts.
Dynamicpunch	Cool	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Earthquake (TM 26)	Tough	10	30	C	Removes pts. from all preceding Pokémon
Ember	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Encore	Cute	20	0	B	May make all Pokémon after yours nervous
Endeavor	Tough	20	0	-	Earns triple pts. if your Pokémon moves last
Endure	Tough	20	0	-	Won't be disturbed by next disturbance
Eruption	Beauty	10	0	-	Earns pts. for Pokémon's move order (1st: 10, 2nd: 20, 3rd: 40, 4th: 60)
Explosion	Beauty	80	0	-	Can't make move in any future round
Extrasensory	Cool	10	40	A	Removes pts. from foe that moved last
Extremespeed	Cool	30	0	-	Causes your Pokémon to move first in next round
Facade (TM 42)	Cute	20	0	-	Earns triple pts. if your Pokémon moves last
Faint Attack	Smart	20	0	-	Earns triple pts. if your Pokémon moves first
Fake Out	Cute	20	10	D	Removes extra 40 pts. from foes that used same move type as you
Fake Tears	Smart	20	0	-	Earns triple pts. if your Pokémon moves last
False Swipe	Cool	10	30	C	Removes pts. from all preceding Pokémon
Fire Blast (TM 38)	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Fire Punch	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Fire Spin	Beauty	30	0	-	Stops crowd from growing excited for rest of round
Fissure	Tough	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Flail	Cute	10	0	-	Earns pts. for Pokémon's move order (1st: 10, 2nd: 20, 3rd: 40, 4th: 60)
Flamethrower (TM 35)	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Flash (HM 05)	Beauty	30	0	D	Removes judge's attention from Pokémon that have it
Flatter	Smart	20	0	B	May make all Pokémon after yours nervous
Fly (HM 02)	Smart	10	0	-	Can't be disturbed for rest of round
Focus Energy	Cool	10	30	C	Removes pts. from all preceding Pokémon
Focus Punch (TM 01)	Tough	30	0	-	Causes your Pokémon to move last in next round
Foresight	Smart	30	0	D	Removes 1 star from Pokémon that have already made moves
Frustration (TM 21)	Cute	10	0	-	Raises crowd's excitement level automatically
Fury Attack	Cool	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention

BATTLE MOVES

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Fury Cutter	BUG	10	95	20	1	•	Doubles damage from Fury Cutter's use in previous turn (if it hit foe)
Fury Swipes	NRM	18	80	15	1	•	Attacks 2-5 times per turn
Future Sight	PSY	80	90	15	1		Waits 2 turns then inflicts damage on foe on third turn
Giga Drain (TM 19)	GRS	60	100	5	1		Damages foe and restores own HP equal to 1/2 inflicted damage
Glare	NRM	-	75	30	1		Causes Paralyze condition
Grasswhistle	GRS	-	55	15	1		Causes Sleep condition
Growl	NRM	-	100	40	2		Lowers foe's Defense by 1 level
Growth	NRM	-	-	40	S		Raises Sp. Attack 1 level
Grudge	GHO	-	100	5	S		Eliminates all PP from move that causes you to Faint in battle
Guillotine	NRM	-	30	5	1	•	Causes foe to Faint; the lower foe's level is than yours, the better AC becomes; can't hit higher
Gust	FLY	40	100	35	1		Inflicts double damage if foe is using Fly
Hail (TM 07)	ICE	-	-	10	S		Changes weather to hail, which damages non-Ice-type foes for 5 turns
Harden	NRM	-	-	30	S		Raises Defense 1 level
Haze	ICE	-	-	30	S		Returns your and foe's stats to normal
Headbutt	NRM	70	100	15	1	•	Has 30% chance of causing Flinch
Heal Bell	NRM	-	-	5	S		Heals all critical conditions of all Pokémon in party
Heat Wave	FIRE	100	90	10	2		Has 10% chance of causing Burn
Helping Hand	NRM	-	100	20	S		Raises power of partner's move in 2-on-2 battle
Hi Jump Kick	FTG	85	90	20	1	•	Inflicts 1/4 damage on you if attack doesn't strike foe
Hidden Power (TM 10)	NRM	-	100	15	1		Has type and effect that vary with the Pokémon that uses it
Horn Attack	NRM	65	100	25	1	•	No extra effect beyond damaging foe
Horn Drill	NRM	-	30	5	1	•	Causes foe to Faint
Howl	NRM	-	-	40	S		Raises Attack 1 level
Hydro Pump	WTR	120	85	5	1		No extra effect beyond damaging foe
Hyper Beam (TM 15)	NRM	150	90	5	1		Causes massive damage but forfeits next move
Hyper Voice	NRM	90	100	10	2		No extra effect beyond damaging foe
Hypnosis	PSY	-	60	20	1		Causes Sleep condition
Ice Ball	ICE	30	90	20	1	•	Repeats 5 turns unless misses; damages more each turn; x2 damage after using Defense Curl
Ice Beam (TM 13)	ICE	95	100	10	1		Has 10% chance of causing Freeze
Ice Punch	ICE	75	100	15	1	•	Has 10% chance of causing Freeze
Icy Wind	ICE	55	95	15	2		Lowers foe's Speed 1 level
Imprison	PSY	-	100	10	S		Prevents foe from using the four moves Pokémon knows
Ingrain	GRS	-	100	20	S		Restores some HP each turn but Pokémon can't switch out
Iron Defense	STL	-	-	15	S		Raises Defense 2 levels
Iron Tail (TM 23)	STL	100	75	15	1	•	Has 30% chance of lowering foe's Defense 1 level
Karate Chop	FTG	50	100	25	1	•	Has a high chance for a critical hit
Kinesis	PSY	-	80	15	1		Lower's foe's Accuracy 1 level
Knock Off	DRK	20	100	20	1	•	Takes a foe's held item (if any) and returns it when battle ends
Leaf Blade	GRS	70	100	15	1	•	Has a high chance for a critical hit
Leech Life	BUG	20	100	15	1	•	Damages foe and restores own HP equal to 1/2 inflicted damage
Leech Seed	GRS	-	90	10	1		Siphons foe's HP into your HP every turn; effect persists if you switch out
Leer	NRM	-	100	30	2		Lowers foe's Defense 1 level
Lick	GHO	20	100	30	1	•	Has 30% chance of causing Paralyze
Light Screen (TM 16)	PSY	-	-	30	S		Halves damage from foes' special attacks for 5 turns; effect persists if you switch out
Lock-On	NRM	-	100	5	1		Causes next move always to hit successfully
Low Kick	FTG	-	100	20	1	•	Inflicts higher damage if your foe's weight is heavier
Luster Purge	PSY	70	100	5	1		Has 50% chance of lowering foe's Sp. Defense 1 level
Mach Punch	FTG	40	100	30	1	•	Causes you to move first in turn; if both use it, the higher Speed prevails
Magic Coat	PSY	-	100	15	-		Reflects Leech Seed and moves that cause Poison, Paralyze, Sleep and Confuse back at attacker
Magical Leaf	GRS	60	-	20	1		Will always strike foe successfully
Magnitude	GRD	-	100	30	3		Bases damage based on random power (10, 30, 50, 70, 90, 110 or 150)
Mean Look	NRM	-	100	5	1		Prevents foe from escaping or switching while you remain on field
Meditate	PSY	-	-	40	S		Raises Attack by 1 level
Mega Drain	GRS	40	100	10	1		Damages foe and restores own HP equal to 1/2 inflicted damage

CONTEST MOVES

Move	Type	AP	JP	TD	Effect
Fury Cutter	Cool	30	0	-	Using the move twice in a row doesn't penalize your Pokémon
Fury Swipes	Tough	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Future Sight	Smart	30	0	-	Stops crowd from growing excited for rest of round
Giga Drain (TM 19)	Smart	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Glare	Tough	10	30	C	Removes pts. from all preceding Pokémon
Grasswhistle	Smart	10	30	C	Removes pts. from all preceding Pokémon
Growl	Cute	20	0	-	Earns triple pts. if your Pokémon moves last
Growth	Beauty	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Grudge	Tough	10	0	-	Earns pts. for Pokémon's move order (1st: 10, 2nd: 20, 3rd: 40, 4th: 60)
Guillotine	Cool	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Gust	Smart	30	0	-	Randomizes order that all Pokémon move next round
Hail (TM 07)	Beauty	10	30	C	Removes pts. from all preceding Pokémon
Harden	Tough	20	0	-	Won't be disturbed by next disturbance
Haze	Beauty	30	0	D	Removes 1 star from Pokémon that have already made moves
Headbutt	Tough	20	30	A	Removes pts. from foe that moved last
Heal Bell	Beauty	20	0	-	Earns triple pts. if your Pokémon moves last
Heat Wave	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Helping Hand	Smart	20	0	B	May make all Pokémon after yours nervous
Hi Jump Kick	Cool	60	0	-	Loses double points when startled in future rounds
Hidden Power (TM 10)	Smart	30	0	-	Using the move twice in a row doesn't penalize your Pokémon
Horn Attack	Cool	40	0	-	No extra effect beyond earning Appeal pts.
Horn Drill	Cool	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Howl	Cool	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Hydro Pump	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Hyper Beam (TM 15)	Cool	40	40	C	Removes pts. from all preceding Pokémon
Hyper Voice	Cool	10	30	C	Removes pts. from all preceding Pokémon
Hypnosis	Smart	10	30	C	Removes pts. from all preceding Pokémon
Ice Ball	Beauty	30	0	-	Stops crowd from growing excited for rest of round
Ice Beam (TM 13)	Beauty	20	10	D	Removes extra 40 pts. from foes that used same move type as you
Ice Punch	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Icy Wind	Beauty	10	30	C	Removes pts. from all preceding Pokémon
Imprison	Smart	30	0	D	Removes 1 star from Pokémon that have already made moves
Ingrain	Smart	10	0	-	Can't be disturbed for rest of round
Iron Defense	Tough	10	0	-	Can't be disturbed for rest of round
Iron Tail (TM 23)	Cool	10	40	A	Removes pts. from foe that moved last
Karate Chop	Tough	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if ≥ 30
Kinesis	Smart	30	0	-	Stops crowd from growing excited for rest of round
Knock Off	Smart	10	40	A	Removes pts. from foe that moved last
Leaf Blade	Cool	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if ≥ 30
Leech Life	Smart	20	30	A	Removes pts. from foe that moved last
Leech Seed	Smart	20	20	C	Removes pts. from all preceding Pokémon
Leer	Cool	30	0	-	Stops crowd from growing excited for rest of round
Lick	Tough	10	40	A	Removes pts. from foe that moved last
Light Screen (TM 16)	Beauty	10	0	-	Can't be disturbed for rest of round
Lock-On	Smart	30	0	-	Stops crowd from growing excited for rest of round
Low Kick	Tough	10	40	A	Removes pts. from foe that moved last
Luster Purge	Smart	20	30	A	Removes pts. from foe that moved last
Mach Punch	Cool	30	0	-	Causes your Pokémon to move first in next round
Magic Coat	Beauty	10	0	-	Can't be disturbed for rest of round
Magical Leaf	Beauty	20	0	-	Earns triple pts. if your Pokémon moves first
Magnitude	Tough	10	0	-	Earns pts. from crowd excitement (0=10, 1=20, 3=30, 4=60)
Mean Look	Beauty	20	0	B	May make all Pokémon after yours nervous
Meditate	Beauty	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Mega Drain	Smart	10	40	A	Removes pts. from foe that moved last

BATTLE MOVES

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Megahorn	BUG	120	85	10	1	●	No extra effect beyond damaging foe
Memento	DRK	-	100	10	1		Lowers foe's Attack and Sp. Attack 2 levels if you Faint in battle
Metal Claw	STL	50	95	35	1	●	Has 10% chance of raising Attack 1 level
Metal Sound	STL	-	85	40	1		Lowers foe's Sp. Defense 2 levels
Meteor Mash	STL	100	85	10	1	●	Has 20% chance of raising Attack 1 level
Mimic	NRM	-	100	10	1		Uses same move as foe; works only if foe moves first
Mind Reader	NRM	-	100	5	1		Causes next move always to hit successfully
Minimize	NRM	-	-	20	S		Raises Evasiveness 1 level
Mirror Coat	PSY	-	100	20	-		Attacks 2nd, doing x2 special attack damage that foe did to Pokémon
Mirror Move	FLY	-	-	20	-		Uses same move that foe used
Mist	ICE	-	-	30	S		Prevents stat reduction
Mist Ball	PSY	70	100	5	1		Has 50% chance of lowering foe's Sp. Attack
Moonlight	NRM	-	-	5	S		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Morning Sun	NRM	-	-	5	S		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Mud Shot	GRD	55	95	15	1		Lowers foe's Speed 1 level
Mud Sport	GRD	-	100	15	S		Lowers power of all Electric-type attacks while Pokémon is on field
Mud-Slap	GRD	20	100	10	1		Lowers foe's Accuracy 1 level
Muddy Water	WTR	95	85	10	2		Has 30% chance of lowering foe's Accuracy 1 level
Nature Power	NRM	-	95	20	-		Changes to a different move based on terrain Pokémon is in
Needle Arm	GRS	60	100	15	1	●	Has 30% chance of causing Flinch
Night Shade	GHO	-	100	15	1		Causes damage equal to Pokémon's level regardless of other battle factors
Odor Sleuth	NRM	-	100	40	1		Returns foe's Evasiveness to normal; exposes Ghost-types to Normal-type moves
Outrage	DRG	90	100	15	R	●	Repeats 2-3 turns; you'll get a Confuse status when attacks are completed
Overheat (TM 50)	FIRE	140	90	5	1	●	Causes massive damage but lowers your Sp. Attack 2 levels
Peck	FLY	35	100	35	1	●	No extra effect beyond damaging foe
Perish Song	NRM	-	-	5	S		Causes you and foe to Faint after 3 turns; switch out to prevent effect on Pokémon in your team
Petal Dance	GRS	70	100	20	R	●	Repeats 2-3 turns; you'll get a Confuse status when attacks are completed
Pin Missile	BUG	14	85	20	1		Attacks 2-5 times per turn
Poison Fang	PSN	50	100	15	1	●	Has 30% chance of causing Poison
Poison Gas	PSN	-	55	40	1		Causes Poison condition
Poison Sting	PSN	15	100	35	1		Has 30% chance of causing Poison
Poison Tail	PSN	50	100	25	1	●	Bases damage on random power (10, 30, 50, 70, 90, 110 or 150); 10% chance of causing Poison
Poisonpowder	PSN	-	75	35	1		Causes Poison condition; amount of poison damage increases each turn
Pound	NRM	40	100	35	1	●	No extra effect beyond damaging foe
Powder Snow	ICE	40	100	25	2		Has 10% chance of causing Freeze
Protect (TM 17)	NRM	-	-	10	S		Wards off foe moves for 1 turn; success falls if used consecutively
Psybeam	PSY	65	100	20	1		Has 10% chance of causing Confuse status
Psych Up	NRM	-	-	10	1		Duplicates foe's stat modifications
Psychic (TM 29)	PSY	90	100	10	1		Has 10% chance of lowering foe's Defense 1 level
Psywave	PSY	-	80	15	1		Bases damage on random multiplier (0.5 to 1.5) times your level
Pursuit	DRK	40	100	20	1	●	Inflicts double damage if foe is withdrawn during turn
Quick Attack	NRM	40	100	30	1	●	Causes you to move first in turn; if both use it, the higher Speed prevails
Rage	NRM	20	100	20	1	●	Increases damage for next use if you're hit and you use it consecutively
Rain Dance (TM 18)	WTR	-	-	5	S		Changes weather to rain for 5 turns, which raises power of Water-type moves
Rapid Spin	NRM	20	100	40	1	●	Frees you from foe's Bind, Wrap, Leech Seed and Spikes
Razor Leaf	GRS	55	95	25	2		Has a high chance for a critical hit
Razor Wind	NRM	80	100	10	2		Prepares attack on 1st turn then attempts strike on 2nd; has a high chance for a critical hit
Recover	NRM	-	-	20	S		Restores half of Pokémon's maximum HP
Reflect (TM 33)	PSY	-	-	20	S		Halves physical attack damage to your team for 5 turns
Refresh	NRM	-	100	20	S		Heals Poison, Paralyze and Burn conditions
Rest (TM 44)	PSY	-	-	10	S		Restores all HP, then puts Pokémon to sleep for next 2 turns
Return (TM 27)	NRM	-	100	20	1	●	Inflicts higher damage if your Pokémon likes you more
Revenge	FTG	60	100	10	1	●	Increases damage for next use if Pokémon is hit

CONTEST MOVES

Move	Type	AP	JP	TD	Effect
Megahorn	Cool	20	0	-	Can't make move in any future round
Memento	Tough	80	0	-	Can't make move in any future round
Metal Claw	Cool	40	0	-	No extra effect beyond earning Appeal pts.
Metal Sound	Smart	10	30	C	Removes pts. from all preceding Pokémon
Meteor Mash	Cool	20	0	-	Earns triple pts. if last foe's move was same type as yours
Mimic	Cute	10	0	-	Earns same number of pts. as last foe's move
Mind Reader	Smart	30	0	-	Stops crowd from growing excited for rest of round
Minimize	Cute	20	0	-	Won't be disturbed by next disturbance
Mirror Coat	Beauty	20	0	-	Won't be disturbed by next disturbance
Mirror Move	Smart	10	0	-	Earns same number of pts. as last foe's move
Mist	Beauty	10	0	-	Can't be disturbed for rest of round
Mist Ball	Smart	10	40	A	Removes pts. from foe that moved last
Moonlight	Beauty	10	0	-	Earns random pts. (10, 20, 40, 60 or 80)
Morning Sun	Beauty	10	0	-	Earns random pts. (10, 20, 40, 60 or 80)
Mud Shot	Tough	10	30	C	Removes pts. from all preceding Pokémon
Mud Sport	Cute	40	0	-	No extra effect beyond earning Appeal pts.
Mud-Slap	Cute	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Muddy Water	Tough	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Nature Power	Beauty	10	0	-	Earns pts. from crowd excitement (0=10, 1=20, 3=30, 4=60)
Needle Arm	Smart	10	40	A	Removes pts. from foe that moved last
Night Shade	Smart	20	10	D	Removes extra 40 pts. from foes that used same move type as you
Odor Sleuth	Smart	30	0	D	Removes 1 star from Pokémon that have already made moves
Outrage	Cool	40	40	C	Removes pts. from all preceding Pokémon
Overheat (TM 50)	Beauty	60	0	-	Loses double points when startled in future rounds
Peck	Cool	40	0	-	No extra effect beyond earning Appeal pts.
Perish Song	Beauty	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts
Petal Dance	Beauty	40	40	C	Removes pts. from all preceding Pokémon
Pin Missile	Cool	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Poison Fang	Smart	30	0	D	Removes 1 star from Pokémon that have already made moves
Poison Gas	Smart	30	0	D	Removes 1 star from Pokémon that have already made moves
Poison Sting	Smart	20	30	A	Removes pts. from foe that moved last
Poison Tail	Smart	30	0	D	Removes 1 star from Pokémon that have already made moves
Poisonpowder	Smart	30	0	D	Removes 1 star from Pokémon that have already made moves
Pound	Tough	40	0	-	No extra effect beyond earning Appeal pts.
Powder Snow	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Protect (TM 17)	Cute	10	0	-	Can't be disturbed for rest of round
Psybeam	Beauty	30	0	-	Randomizes order that all Pokémon move next round
Psych Up	Smart	20	0	-	Earns triple pts. if last foe's move was same type as yours
Psychic (TM 29)	Smart	10	30	C	Removes pts. from all preceding Pokémon
Psywave	Smart	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Pursuit	Smart	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Quick Attack	Cool	30	0	-	Causes your Pokémon to move first in next round
Rage	Cool	30	0	-	Using the move twice in a row doesn't penalize your Pokémon
Rain Dance (TM 18)	Tough	10	0	-	Earns pts. from crowd excitement (0=10, 1=20, 3=30, 4=60)
Rapid Spin	Cool	20	0	-	Won't be disturbed by next disturbance
Razor Leaf	Cool	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if ≥ 30
Razor Wind	Cool	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if ≥ 30
Recover	Smart	20	10	D	Removes extra 40 pts. from foes that used same move type as you
Reflect (TM 33)	Smart	10	0	-	Can't be disturbed for rest of round
Refresh	Cute	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Rest (TM 44)	Cute	20	0	-	Won't be disturbed by next disturbance
Return (TM 27)	Cute	10	0	-	Raises crowd's excitement level automatically
Revenge	Tough	30	0	-	Causes your Pokémon to move last in next round

BATTLE MOVES

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Reversal	FTG	-	100	15	1	●	Inflicts higher damage if your HP is lower
Roar (TM 05)	NRM	-	100	20	1		Ends battle with wild Pokémon; forces random foe switch in Trainer battle
Rock Blast	RCK	25	80	10	1		Attacks 2-5 times per turn
Rock Slide	RCK	75	90	10	2		Causes foe to Flinch
Rock Smash (HM 06)	FTG	20	100	15	1	●	Has 50% chance of lowering foe's Defense by 1 level; smashes rocks in overworld
Rock Throw	RCK	50	90	15	1		No extra effect beyond damaging foe
Rock Tomb (TM 39)	RCK	50	80	10	1		Lowers foe's Speed 1 level
Role Play	PSY	-	100	10	1		Copies foe's ability
Rollout	RCK	30	90	20	1	●	Repeats 5 turns unless misses; damages more each turn; x2 damage after using Defense Curl
Safeguard (TM 20)	NRM	-	-	25	S		Prevents stat reduction to team for 5 turns
Sand Tomb	GRD	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Sand-Attack	GRD	-	100	15	1		Lowers foe's Accuracy 1 level
Sandstorm (TM 37)	RCK	-	-	10	S		Changes weather to sandstorm for 5 turns, which damages all but Rock-, Steel- & Ground-types
Scary Face	NRM	-	90	10	1		Lowers foe's Defense 2 levels
Scratch	NRM	40	100	35	1	●	No extra effect beyond damaging foe
Screech	NRM	-	85	40	1		Lowers foe's Defense 2 levels
Secret Power (TM 43)	NRM	70	100	20	1		Has 30% chance of a 2nd effect based on terrain you're in; makes Secret Base in overworld
Seismic Toss	FTG	-	100	20	1	●	Causes damage equal to your level regardless of other battle factors
Selfdestruct	NRM	200	100	5	3		Inflicts a massive amount of damage but causes you to faint
Shadow Ball (TM 30)	GHO	80	100	15	1		Has 20% chance of lowering foe's Sp. Defense 1 level
Shadow Punch	GHO	60	-	20	1	●	Will always strike foe successfully
Sheer Cold	ICE	-	30	5	1		Causes foe to Faint; the lower foe's level is than yours, the better AC becomes; can't hit higher
Shock Wave (TM 34)	ELC	60	-	20	1		Will always strike foe successfully
Signal Beam	BUG	75	100	15	1		Has 10% chance of causing Confuse status
Silver Wind	BUG	60	100	5	1		Has 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense and Speed 1 level
Sing	NRM	-	55	15	1		Causes Sleep condition
Skill Swap (TM 48)	PSY	-	100	10	1		Switches abilities with foe
Skull Bash	NRM	100	100	15	1	●	Raises Defense 1 level; prepares attack on 1st turn then attempts strike on 2nd
Sky Attack	FLY	140	90	5	1		Prepares attack on 1st turn then attempts strike on 2nd; has a 30% chance of causing Flinch
Sky Uppercut	FTG	85	90	15	1	●	Damages Flying-type Pokémon more easily
Slack Off	NRM	-	100	10	S		Restores half of your maximum HP
Slam	NRM	80	75	20	1	●	No extra effect beyond damaging foe
Slash	NRM	70	100	20	1	●	Has a high chance for a critical hit
Sleep Powder	GRS	-	75	15	1		Causes Sleep condition
Sleep Talk	NRM	-	-	10	-		Protects oneself by using moves randomly, if you have Sleep condition
Sludge	PSN	65	100	20	1		Has 30% chance of causing Poison
Sludge Bomb (TM 36)	PSN	90	100	10	1		Has 30% chance of causing Poison
Smellingsalt	NRM	60	100	10	1	●	Inflicts double damage on foes with Paralyze; then cures foe of Paralyze
Smog	PSN	20	70	20	1		Has 40% chance of causing Poison
Smokescreen	NRM	-	100	20	1		Lowers foe's Accuracy 1 level
Snatch (TM 49)	DRK	-	100	10	-		Steals and uses special effect (if any) from foe's move
Snore	NRM	40	100	15	1		Damages foe and has 30% chance of causing Flinch, if you have Sleep condition
Solarbeam (TM 22)	GRS	120	100	10	1		Preps attack on 1st then attempts strike on 2nd; no wait if sunny weather; less powerful in rain
Sonicboom	NRM	-	90	20	1		Causes 20 pts. of damage regardless of other battle factors
Spark	ELC	65	100	20	1	●	Has 30% chance of causing Paralyze
Spike Cannon	NRM	20	100	15	1		Attacks 2-5 times per turn
Spikes	GRD	-	-	20	2		Damages foe that switches in; effect persists until battle is over; use again to increase damage
Spit Up	NRM	100	100	10	1		Inflicts damage by amount fueled by Stockpile power
Spite	GHO	-	100	10	1		Lowers PP of foe's last move 2 to 5 pts.
Splash	NRM	-	-	40	S		Inflicts no damage and has no effect
Spore	GRS	-	100	15	1		Causes Sleep condition
Steel Wing (TM 47)	STL	70	90	25	1	●	Has 10% chance of raising Defense 1 level
Stockpile	NRM	-	-	10	S		Stores power used to fuel Spit Up and Swallow; can use move 3 times
Stomp	NRM	65	100	20	1	●	Has 30% chance of causing Flinch

CONTEST MOVES

Move	Type	AP	JP	TD	Effect
Reversal	Cool	20	0	-	Earns triple pts. if your Pokémon moves last
Roar (TM 05)	Cool	30	0	-	Randomizes order that all Pokémon move next round
Rock Blast	Tough	20	0	-	Earns triple pts. if last foe's move was same type as yours
Rock Slide	Tough	10	30	C	Removes pts. from all preceding Pokémon
Rock Smash (HM 06)	Tough	10	0	-	Earns 30 pts. times number of stars
Rock Throw	Tough	20	0	-	Earns triple pts. if last foe's move was same type as yours
Rock Tomb (TM 39)	Smart	30	0	-	Stops crowd from growing excited for rest of round
Role Play	Cute	10	0	-	Earns 50% as many pts. as last foe's move
Rollout	Tough	30	0	-	Stops crowd from growing excited for rest of round
Safeguard (TM 20)	Beauty	10	0	-	Can't be disturbed for rest of round
Sand Tomb	Smart	30	0	-	Stops crowd from growing excited for rest of round
Sand-Attack	Cute	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Sandstorm (TM 37)	Tough	30	0	-	Randomizes order that all Pokémon move next round
Scary Face	Tough	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Scratch	Tough	40	0	-	No extra effect beyond earning Appeal pts.
Screech	Smart	10	30	C	Removes pts. from all preceding Pokémon
Secret Power (TM 43)	Smart	10	0	-	Earns 30 pts. times number of stars
Seismic Toss	Tough	20	10	D	Removes extra 40 pts. from foes that used same move type as you
Selfdestruct	Beauty	80	0	-	Can't make move in any future round
Shadow Ball (TM 30)	Smart	30	0	D	Removes judge's attention from Pokémon that have it
Shadow Punch	Smart	20	0	-	Earns triple pts. if your Pokémon moves first
Sheer Cold	Beauty	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Shock Wave (TM 34)	Cool	20	0	-	Earns triple pts. if your Pokémon moves first
Signal Beam	Beauty	30	0	-	Randomizes order that all Pokémon move next round
Silver Wind	Beauty	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Sing	Cute	20	0	B	May make all Pokémon after yours nervous
Skill Swap (TM 48)	Smart	10	0	-	Earns 50% as many pts. as last foe's move
Skull Bash	Tough	10	40	A	Removes pts. from foe that moved last
Sky Attack	Cool	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if ≥ 30
Sky Uppercut	Cool	20	10	D	Removes extra 40 pts. from foes that used same move type as you
Slack Off	Cute	10	0	-	Earns pts. for Pokémon's move order (1st: 10, 2nd: 20, 3rd: 40, 4th: 60)
Slam	Tough	20	10	D	Removes extra 40 pts. from foes that used same move type as you
Slash	Cool	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if ≥ 30
Sleep Powder	Smart	10	30	C	Removes pts. from all preceding Pokémon
Sleep Talk	Cute	30	0	-	Using the move twice in a row doesn't penalize your Pokémon
Sludge	Tough	10	40	A	Removes pts. from foe that moved last
Sludge Bomb (TM 36)	Tough	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Smellingsalt	Smart	20	30	A	Removes pts. from foe that moved last
Smog	Tough	10	30	C	Removes pts. from all preceding Pokémon
Smokescreen	Smart	30	0	D	Removes judge's attention from Pokémon that have it
Snatch (TM 49)	Smart	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Snore	Cute	40	0	-	No extra effect beyond earning Appeal pts.
Solarbeam (TM 22)	Cool	40	0	-	No extra effect beyond earning Appeal pts.
Sonicboom	Cool	20	0	-	Earns triple pts. if last foe's move was same type as yours
Spark	Cool	10	40	A	Removes pts. from foe that moved last
Spike Cannon	Cool	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Spikes	Smart	20	0	B	May make all Pokémon after yours nervous
Spit Up	Tough	40	0	-	No extra effect beyond earning Appeal pts.
Spite	Tough	10	0	-	Earns pts. for Pokémon's move order (1st: 10, 2nd: 20, 3rd: 40, 4th: 60)
Splash	Cute	20	0	-	Earns triple pts. if your Pokémon moves last
Spore	Beauty	10	30	C	Removes pts. from all preceding Pokémon
Steel Wing (TM 47)	Cool	20	0	-	Earns triple pts. if last foe's move was same type as yours
Stockpile	Tough	20	0	-	Won't be disturbed by next disturbance
Stomp	Tough	10	40	A	Removes pts. from foe that moved last

BATTLE MOVES

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Strength (HM 04)	NRM	80	100	15	1	•	No extra effect beyond damaging foe; shoves boulders in overworld
String Shot	BUG	-	95	40	2		Lowers foe's Speed 1 level
Struggle	NRM	50	100	1	1	•	Damages foe but inflicts you with 1/4 damage; move opens to all that lose all PP for all moves
Stun Spore	GRS	-	75	30	1		Causes Paralyze condition
Submission	FTG	80	80	25	1	•	Damages foe but inflicts you with 1/4 damage
Substitute	NRM	-	-	10	S		Creates a battle decoy from 1/4 of your maximum HP
Sunny Day (TM11)	FIRE	-	-	5	S		Changes weather to sunny for 5 turns, which raises power of Fire-type moves
Superpower	FTG	120	100	5	1	•	Inflicts a massive amount of damage but lowers your Attack and Defense 1 level
Supersonic	NRM	-	55	20	1		Causes foe to have Confuse status
Surf (HM 03)	WTR	95	100	15	2		No extra effect beyond damaging foe; allows travel across water
Swagger	NRM	-	90	15	1		Causes foe to have Confuse status and causes it to hurt itself worse by raising its Attack 2 levels
Swallow	NRM	-	-	10	S		Restores HP by amount fueled by Stockpile power
Sweet Kiss	NRM	-	75	10	1		Causes foe to have Confuse status
Sweet Scent	NRM	-	100	20	2		Lowers foe's Evasiveness 1 level; draws wild Pokémon into the open in overworld
Swift	NRM	60	-	20	2		Will always strike foe successfully
Swords Dance	NRM	-	-	30	S		Raises Attack 2 levels
Synthesis	GRS	-	-	5	S		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Tackle	NRM	35	95	35	1	•	No extra effect beyond damaging foe
Tail Glow	BUG	-	100	20	S		Raises Sp. Attack 1 level
Tail Whip	NRM	-	100	30	2		Lowers foe's Defense 1 level
Take Down	NRM	90	85	20	1	•	Damages foe but inflicts you with 1/4 damage
Taunt (TM 12)	DRK	-	100	20	1		Forces foe to use attack (not defensive) moves for current and next turn
Teeter Dance	NRM	-	100	20	3		Causes all Pokémon on field except you to have Confuse status
Teleport	PSY	-	-	20	S		Ends battle with wild Pokémon; teleports you to last visited Pokémon Center in overworld
Thief (TM 46)	DRK	40	100	10	1	•	Takes a foe's held item (if any)
Thrash	NRM	90	100	20	R	•	Repeats 2-3 turns; you'll get a Confuse status when attacks are completed
Thunder (TM 25)	ELC	120	70	10	1		Has 100% AC in rainy weather and 50% AC in sunny; has 30% chance of causing Paralyze
Thunder Wave	ELC	-	100	20	1		Causes Paralyze condition
Thunderbolt (TM 24)	ELC	95	100	15	1		Has 10% chance of causing Paralyze
Thunderpunch	ELC	75	100	15	1	•	Has 10% chance of causing Paralyze
Thundershock	ELC	40	100	30	1		Has 10% chance of causing Paralyze
Tickle	NRM	-	100	20	1	•	Lowers foe's Attack and Defense 1 level
Torment (TM 41)	DRK	-	100	15	1		Prevents foe from using the same move twice in a row
Toxic (TM 06)	PSN	-	85	10	1		Causes Poison condition; amount of poison damage increases each turn
Tri Attack	NRM	80	100	10	1		Has 30% cause of causing one random condition: Freeze, Burn or Paralyze
Trick	PSY	-	100	10	1		Switches foe's held items with yours
Twister	DRG	40	100	20	2		Has 20% chance of causing Flinch; inflicts double damage if foe is using Fly
Uproar	NRM	50	100	10	R		Repeats 2 to 5 turns; no Pokémon can inflict a Sleep condition during the uproar
Vicegrip	NRM	55	100	30	1	•	No extra effect beyond damaging foe
Vital Throw	FTG	70	100	10	1	•	Causes you to strike 2nd but move will always strike foe successfully
Water Gun	WTR	40	100	25	1		No extra effect beyond damaging foe
Water Pulse (TM 03)	WTR	60	100	20	1		Has 20% chance of causing Confuse
Water Sport	WTR	-	100	15	S		Lowers power of all Fire-type attacks while Pokémon is on field
Water Spout	WTR	150	100	5	2		Inflicts less damage if your HP is weaker
Waterfall (HM 07)	WTR	80	100	15	1	•	No extra effect beyond damaging foe; enables you to climb waterfalls
Weather Ball	NRM	50	100	10	1		Doubles damage for move types in specific weather (sunny=Fire; rain=Water; sandstorm=Rock)
Whirlpool	WTR	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Whirlwind	NRM	-	100	20	1		Ends battle with wild Pokémon; forces random foe switch in Trainer battle
Will-O-Wisp	FIRE	-	75	15	1		Causes Burn condition
Wing Attack	FLY	60	100	35	1	•	No extra effect beyond damaging foe
Wish	NRM	-	100	10	S		Restores half of max HP on next turn; effect transfers if you switch Pokémon for next turn
Wrap	NRM	15	85	20	1	•	Damages foe for 2-5 turns; foe can't escape until completed
Yawn	NRM	-	100	10	1		Causes foe to get Sleep condition on next turn
Zap Cannon	ELC	100	50	5	1		Has 30% chance of causing Paralyze

CONTEST MOVES

Move	Type	AP	JP	TD	Effect
Strength (HM 04)	Tough	20	10	D	Removes extra 40 pts. from foes that used same move type as you
String Shot	Smart	20	30	A	Removes pts. from foe that moved last
Struggle	-	-	-	-	(Struggle is not available in contest)
Stun Spore	Smart	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Submission	Cool	60	0	-	Loses double points when startled in future rounds
Substitute	Smart	20	0	-	Won't be disturbed by next disturbance
Sunny Day (TM 11)	Beauty	10	0	-	Earns pts. from crowd excitement (0=10, 1=20, 3=30, 4=60)
Superpower	Tough	60	0	-	Loses double points when startled in future rounds
Supersonic	Smart	30	0	-	Randomizes order that all Pokémon move next round
Surf (HM 03)	Beauty	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if ≥ 30
Swagger	Cute	20	0	-	Earns triple pts. if your Pokémon moves first
Swallow	Tough	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Sweet Kiss	Cute	20	0	B	May make all Pokémon after yours nervous
Sweet Scent	Cute	10	30	C	Removes pts. from all preceding Pokémon
Swift	Cool	20	0	-	Earns triple pts. if your Pokémon moves first
Swords Dance	Beauty	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Synthesis	Smart	10	0	-	Earns random pts. (10, 20, 40, 60 or 80)
Tackle	Tough	40	0	-	No extra effect beyond earning Appeal pts.
Tail Glow	Beauty	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Tail Whip	Cute	20	0	-	Earns triple pts. if your Pokémon moves last
Take Down	Tough	60	0	-	Loses double points when startled in future rounds
Taunt (TM 12)	Smart	20	0	B	May make all Pokémon after yours nervous
Teeter Dance	Cute	40	40	C	Removes pts. from all preceding Pokémon
Teleport	Cool	10	0	-	Can't be disturbed for rest of round
Thief (TM 46)	Tough	10	0	-	Earns 50% as many pts. as last foe's move
Thrash	Tough	40	40	C	Removes pts. from all preceding Pokémon
Thunder (TM 25)	Cool	20	20	C	Removes pts. from all preceding Pokémon
Thunder Wave	Cool	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Thunderbolt (TM 24)	Cool	40	0	-	No extra effect beyond earning Appeal pts.
Thunderpunch	Cool	40	0	-	No extra effect beyond earning Appeal pts.
Thundershock	Cool	20	0	-	No extra effect beyond earning Appeal pts.
Tickle	Cute	30	0	D	Removes 1 star from Pokémon that have already made moves
Torment (TM 41)	Tough	20	0	B	May make all Pokémon after yours nervous
Toxic (TM 06)	Smart	30	0	D	Removes 1 star from Pokémon that have already made moves
Tri Attack	Beauty	20	20	C	Removes pts. from all preceding Pokémon
Trick	Smart	20	0	-	Earns triple pts. if last foe's move was same type as yours
Twister	Cool	30	0	-	Randomizes order that all Pokémon move next round
Uproar	Cute	30	0	-	Randomizes order that all Pokémon move next round
Vicegrip	Tough	40	0	-	No extra effect beyond earning Appeal pts.
Vital Throw	Cool	30	0	-	Causes your Pokémon to move last in next round
Water Gun	Cute	40	0	-	No extra effect beyond earning Appeal pts.
Water Pulse (TM 03)	Beauty	30	0	-	Randomizes order that all Pokémon move next round
Water Sport	Cute	40	0	-	No extra effect beyond earning Appeal pts.
Water Spout	Beauty	10	0	-	Earns pts. for Pokémon's move order (1st: 10, 2nd: 20, 3rd: 40, 4th: 60)
Waterfall (HM 07)	Tough	20	0	-	Earns triple pts. if your Pokémon moves last
Weather Ball	Smart	40	0	-	No extra effect beyond earning Appeal pts.
Whirlpool	Beauty	30	0	-	Stops crowd from growing excited for rest of round
Whirlwind	Smart	30	0	-	Randomizes order that all Pokémon move next round
Will-O-Wisp	Beauty	10	40	A	Removes pts. from foe that moved last
Wing Attack	Cool	20	0	-	Earns triple pts. if last foe's move was same type as yours
Wish	Cute	30	0	-	Stops crowd from growing excited for rest of round
Wrap	Tough	30	0	-	Stops crowd from growing excited for rest of round
Yawn	Cute	20	0	B	May make all Pokémon after yours nervous
Zap Cannon	Cool	40	0	-	No extra effect beyond earning Appeal pts.

CONTEST MOVE COMBOS

In Pokémon Contests, you can score a high combo bonus by following a specific move in one round with a specific move in the next round. All moves that start a combo are noted below, followed by all next-turn moves that complete the combo.

BELLY DRUM
Rest

CALM MIND
Confusion
Dream Eater
Future Sight
Light Screen
Luster Purge
Meditate
Mist Ball
Psybeam
Psychic
Psywave
Reflect

CHARGE
Shockwave
Spark
Thunder
Thunder Wave
Thunderbolt
Thunderpunch
Thundershock

CHARM
Flatter
Growl
Rest
Sweet Kiss
Tail Whip

CONFUSION
Future Sight
Kinesis
Psychic
Teleport

CURSE
Destiny Bond
Grudge
Mean Look
Spite

DEFENSE CURL
Rollout
Tackle

DIVE
Surf

DOUBLE TEAM
Agility
Quick Attack
Teleport

DRAGON DANCE
Dragon Claw
Dragon Rage
Dragonbreath

DRAGON RAGE
Dragonbreath
Dragon Claw
Dragon Dance

DRAGONBREATH
Dragon Rage
Dragon Claw
Dragon Dance

EARTHQUAKE
Eruption
Fissure

ENDURE
Flail
Reversal

FAKE OUT
Arm Thrust
Faint Attack
Knock Off
Seismic Toss
Vital Throw

FIRE PUNCH
Ice Punch
Thunderpunch

FOCUS ENERGY
Arm Thrust
Brick Break
Cross Chop
Double-Edge
Dynamicpunch
Focus Punch
Headbutt
Karate Chop
Sky Uppercut
Take Down

GROWTH
Absorb
Bullet Seed
Giga Drain
Magical Leaf
Mega Drain
Petal Dance
Razor Leaf
Solarbeam

HAIL
Blizzard
Powder Snow
Weather Ball

HARDEN
Double-Edge
Protect
Rollout
Tackle
Take Down

HORN ATTACK
Fury Attack
Horn Drill

HYPNOSIS
Dream Eater

ICE PUNCH
Fire Punch
Thunderpunch

KINESIS
Confusion
Future Sight
Psychic
Teleport

LEER
Bite
Faint Attack
Glare
Horn Attack
Scary Face
Scratch
Stomp
Tackle

LOCK-ON
Superpower
Thunder
Tri Attack
Zap Cannon

MEAN LOOK
Destiny Bond
Perish Song

METAL SOUND
Metal Claw

MIND READER
Dynamicpunch
Hi Jump Kick
Submission
Superpower

MUD SPORT
Mud-Slap
Water Gun
Water Sport

MUD-SLAP
Mud Sport
Sand-Attack

PECK
Drill Peck
Fury Attack

POUND
Doubleslap
Faint Attack
Slam

POWDER SNOW
Blizzard

PSYCHIC
Confusion
Future Sight
Kinesis
Teleport

RAGE
Leer
Scary Face
Thrash

RAIN DANCE
Bubble
Bubblebeam
Clamp
Crabhammer
Dive
Hydropump
Muddy Water
Surf
Thunder
Water Gun
Water Pulse
Water Sport
Water Spout
Waterfall
Weather Ball
Whirlpool

REST
Sleep Talk
Snore

ROCK THROW
Rock Slide
Rock Tomb

SAND-ATTACK
Mud-Slap

SANDSTORM
Mud-Slap
Sand Tomb
Sand-Attack
Weather Ball

SCARY FACE
Bite
Crunch
Leer

SCRATCH
Fury Swipes
Slash

SING
Perish Song
Refresh

SLUDGE
Sludge Bomb

SLUDGE BOMB
Sludge

SMOG
Smokescreen

STOCKPILE
Spit Up
Swallow

SUNNY DAY
Blaze Kick
Ember
Eruption
Fire Blast
Fire Punch
Fire Spin
Flamethrower
Heat Wave
Moonlight
Morning Sun
Overheat
Solarbeam
Synthesis
Weather Ball
Will-O-Wisp

SURF
Dive

SWEET SCENT
Poisonpowder
Sleep Powder
Stun Spore

SWORDS DANCE
Crabhammer
Crush Claw
Cut
False Swipe
Fury Cutter
Slash

TAUNT
Counter
Detect
Mirror Coat

THUNDERPUNCH
Fire Punch
Ice Punch

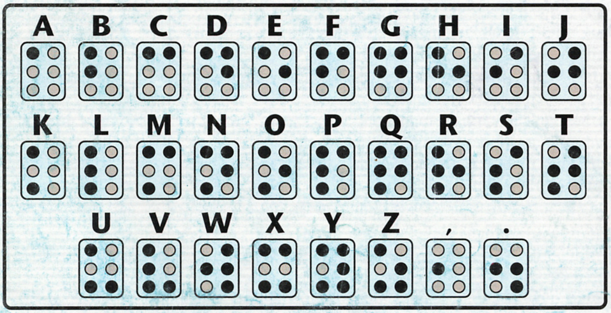
VICEGRIP
Bind
Guillotine

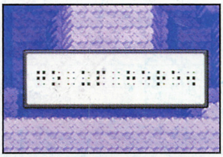
WATER SPORT
Mud Sport
Refresh
Water Gun

YAWN
Rest
Slack Off

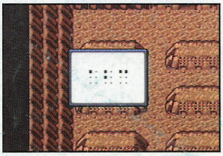
HIDDEN MESSAGES

On your travels across Hoenn, you'll encounter engravings in Visual Braille. In the Sealed Chamber (see page 95), you'll find a partial key for reading the text, but you'll need the key below to translate the hidden messages in full.





When you encounter your first engraving, you won't yet have seen the partial key.



The Sealed Chamber shows every single character but doesn't directly translate them.

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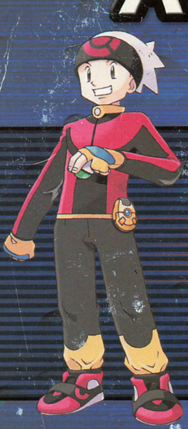

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I will give up our plans for MT. CHIMNEY for the time being...♥

GOLDEEN L:25
CLAYDOL L:38
103/103

CLAYDOL used HYPER BEAM!

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